D U N E

Property of:

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SECOND DRAFT

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1. EXT. LANDING FIELD - EMPEROR'S PALACE - NIGHT

SOPHISTICATED LANDING FIELD just outside the beautiful palace of the Padishah Emperor Shaddam IV. A huge spaceship has landed under yellow chemical lamps and the power arm is spinning to a stop. Gaseous chemicals spill out from beneath the ship into metal troughs.

2. EXT. LANDING FIELD - EMPEROR'S PALACE - NIGHT

Suddenly there is a low, rythmic electronic warning TONE along with the winds, and HUNDREDS OF GUILDSMEN pour out of the spaceship and form themselves in lines around the ship and entrance to the Palace.

3. INT. GUILD SHIP - NIGHT

A huge dark elevator shaft of grey steel. Out of the shadows an elevator slowly descends. Tremendous straining SOUNDS are heard along with the very loud, low warning TONE.

4. INT. ELEVATOR - GUILD SHIP - NIGHT

Inside the elevator, a SWARM OF GUILDSMEN dressed in heavy suits like old diving tanks surround a very large, black, thick steel box which is over forty feet long. The Guildsmen around the tank are continuously turning valves and regulating some sort of instruments. Chemicals drip and spill from under the box and splash down the elevator shaft into the darkness.

5. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The EMPEROR is nervous and paces the floor in his golden chamber. With him are several SARDAUKAR OFFICERS.

EMPEROR
(out loud, but more to himself than the others)
Why is he here?...
(thinking, struggling)
Spice!... It has to be.... He senses my plan!!

OFFICER #1
My Lord...All entrance corridors and chambers have been cleared... but are we to be dismissed?

EMPEROR
Yes... Yes!.... He'll not allow anyone else in the room.... And he'll sense any surveillance.... No eavesdropping of any kind, however much I'd like to have this on record to analyze later.... How much time do I have before he arrives?

OFFICER #2
A matter of minutes.

EMPEROR
Quickly... get me the Reverend Mother, Helen Mchiam. The rest of you are dismissed.

The officers leave.

6. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Officer #2 hurries down the hall and rounds a corner. He descends a set of stairs into a dark basement corridor.

7. INT. BENE GESSERIT ROOM - EMPEROR'S PALACE - NIGHT

The Officer enters a room filled with WOMEN dressed in black. The women are all sitting with their hands hovering over brilliant glowing circles of light. The light emits a HUM and the women MIMIC what they hear. The Officer sees the REVEREND MOTHER in the back instructing some women. He calls out.

OFFICER #2
Reverend Mother Helen Mchiam, the Emperor commands an audience with you immediately.

8. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Reverend Mother is ushered in and the Sardaukar Officer leaves her alone with the Emperor.

EMPEROR
(quickly)
One of the Third Stage Guild Navigators is on his way here.

REVEREND MOTHER
We felt his presence.

EMPEROR
I want telepathy during his visit and a report when we're finished.

REVEREND MOTHER
Their minds are so.... They move in... strange directions...The spice gas they live in also distracts.... I must sit close to him.

EMPEROR
You know he will not permit anyone to see him. You must be outside the room.... Do what you can.

REVEREND MOTHER
I am your truthsayer, my Lord....
(sensing something outside the room)
He is here, my Lord.

The doors to the Emperor's Chambers slide open and FIFTY GUILDSMEN wheel in the giant black box. Inside each Guildsmen's suit orange gas can be seen whirling about. SEVERAL FAIRLY REGULAR LOOKING GUILDSMEN come in now and they are dressed in plain gray business suits. One of them addresses the Emperor.

GUILDSMAN #1
The Bene Gesserit witch must leave.

The Emperor looks to the Reverend Mother and she exits the room.

EMPEROR
We are alone...

9. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Outside the room, the Reverend Mother takes a seat on a chair just outside the door. She closes her eyes.

10. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

Inside the Emperor's chamber, the tank-suited Guildsmen are arranging themselves in a "V" formation around the box. Suddenly the box opens, slowly and beautifully revealing a huge, thick glass tank. Inside the tank floats a very strange creature much like a cross between a pasty, pale human being and a fleshy grasshopper. The creature, a Third Stage Guild NAVIGATOR, is over twenty feet long. The tank is filled with swirling orange spice-gas and occasionally the Guild Navigator swishes slowly. Two tanked Guildsmen continuously vacuum up the toxic chemical spills dripping from under the tank. Suddenly the Guild Navigator swims toward the Emperor and his head is enormous, almost four feet high and very fleshy, like a huge grasshopper head — the eyes are totally deep blue. The Navigator speaks. His voice is a high, fleshy whispering and an intricate electrical apparatus in the front of the tank translates what he says into English and broadcasts it into the room.

NAVIGATOR
We have just folded space from Ix...

EMPEROR
(extremely nervous)
Yes?... And how was your journey?

NAVIGATOR
(after a long pause)
Many machines on Ix... new machines.

EMPEROR
Oh yes?

NAVIGATOR
Better than Richesse... You are transparent... I see many things... I see plans within plans.

EMPEROR
Is there a problem?... Usually there is a problem when one of you makes a visit.

No answer.

EMPEROR (CONT'D)
(to the other Guildsmen)
Can he hear me?
(to Navigator)
Can you hear me? Is there some sort of problem?

NAVIGATOR
(finally)
The answer is within the problem...

11. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Outside the Emperor's Chamber the Reverend Mother sits; her eyes closed, straining.

M 11-1 INT. THRONE ROOM - EMPEROR'S PALACE - REVEREND MOTHER'S MENTAL IMAGE - NIGHT

A very blurred scene of the Emperor with the Guild Navigator. She is not getting the English version but a much different language version which is fascinating to listen to. A lilting, sing-song monologue.

12. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

NAVIGATOR
I see two of the Great Houses — House Atriedes, House Harkonnens — feuding... I see you behind it. I see many problems, yet no problems.

EMPEROR
Can you be... I suppose you're being as specific as you can be? Is this correct?

The Navigator breathes the spice-gas heavily and swishes gently in his tank.

EMPEROR (CONT'D)
My plans are only designed to strengthen the unity of the Great Houses and stimulate growth within the Imperium.

13. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

Outside, the Reverend Mother is seeing the scene mentally. She suddenly sees and flinches.

M 13-1 INT. THRONE ROOM - EMPEROR'S PALACE - MENTAL IMAGE - NIGHT

The Guild Navigator turns toward her and comes very close to her. We hear the Navigator speak to her.

NAVIGATOR
(to Reverend Mother, mentally)
Reverend Mother... I will give you the Tleilaxu Path.

REVEREND MOTHER (V.O.)
(an excited whisper)
A chance for escape? But for whom?

14. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

EMPEROR
Can you hear me?... If this visit has anything to do with spice...

The Guild Navigator shudders and swishes quite violently in his tank.

EMPEROR (CONT'D)
(taken aback)
I can assure you the flow of spice will continue very much uninterrupted.

NAVIGATOR
(quietly...strangely)
The spice must flow...

EMPEROR
I can assure you...

NAVIGATOR
(interrupting)
One small point.

15. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

REVEREND MOTHER (V.O.)
Here it comes...

16. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

NAVIGATOR
We foresee a slight problem within House Atriedes.... Paul... Paul Atriedes.

EMPEROR
You mean, of course, Duke Leto Atriedes... his father.

NAVIGATOR
I mean... Paul Atriedes.... Blend his extinction into your recipe and you will come with a meal to our liking... I didn't say this.

The Box begins to fold back over the Navigator.

NAVIGATOR (CONT'D)
I am not here...

EMPEROR
I understand.

The Navigator has now disappeared within the Black Box and the Guildsmen are removing him.

The Emperor watches as they leave. He wears a very perplexed, worried look on his face.

17. INT. GUILD SHIP - NIGHT

The Black Box is raised back into the shadows within the enormous Guild Ship.

18. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Emperor turns as the Revered Mother approaches him. In the B.G. the door is closed again by the Sardaukar Officers.

EMPEROR
Well?

REVEREND MOTHER
(hesitantly)
He knows your plan to help Harkonnen destroy Atriedes. He worries that putting Atriedes on Arrakis will hurt spice production.... You use only a small amount of spice... as you know, they consume tremendous quantities.... You look seventy even though you are two hundred and four. They, on the other hand, take enough to have evolved the the "seeing eye." The eye will close without the spice.... Much was unclear... They worry over the spice.

EMPEROR
The universe worries when they worry... Did you sense anything else?

REVEREND MOTHER
(lying)
NO, my Lord.

EMPEROR
Nothing about House Atriedes?

REVEREND MOTHER
NO, my Lord...nothing.

EMPEROR
You may go, Helen Mohiam... Bene Gesserit.

REVEREND MOTHER
(looking alertly now into the Emperor's eyes)
Yes, my Lord.

19. INT. HALLWAY - EMPEROR'S PALACE - NIGHT

The Reverend Mother hurries along. She starts down the stairs.

20. INT. THRONE ROOM - EMPEROR'S PALACE - NIGHT

The Emperor stands with THREE SARDAUKAR OFFICERS dressed in black uniforms. MORE OFFICERS are entering.

EMPEROR
She's Bene Gesserit... Her loyalty to the sisterhood is stronger than her loyalty to me... In situations like this it's interesting to watch her work.... Continue to watch her work.

21. INT. BENE GESSERIT ROOM - EMPEROR'S PALACE - NIGHT

The Reverend Mother hurriedly gathers some of the Sisterhood together.

REVEREND MOTHER
Make arrangements immediately for a <u>secret</u> journey to Caladan, home planet of House Atriedes. I want to fold space on the next Guild ship.
(she turns)
Where there is this much smoke, there has to be <u>some</u> fire.

22. EXT. SPACE - NIGHT

MUSIC — DARKNESS — WIND

23. EXT. SEA - CALADAN - NIGHT

Out of the DARKNESS now WAVES can be seen. Great smooth, rolling waves like black glass. THUNDER warns in the distance. MUSIC creeps out of the WINDS. RAIN begins to pelt the surface of the NIGHT SEA and a FLASH of lightning illuminates red fish in the depths.

24. EXT. CASTLE CALADAN - NIGHT

Waves crash against a black rock cliff wall with rivulets of rain weaving down its face. High on the rock cliff stands CASTLE CALADAN. Its appearance is dark and medieval, yet behind it there are several SPACE SHIPS hovering, locking together, then moving upwards. There is a window on the seaward wall lit from within by a drifting glowglobe.

25. INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

Paul sits at an L-shaped table studying filmbooks and maps of Arrakis and the Universe. CU Paul's face studying.

F 25-1 INSERT - FILMBOOK

We SEE vast star fields and galaxies.

25. CONT'D BACK TO SCENE - INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

PAUL
(whispering)
Here we are now... and nineteen million light years beyond...

F 25-2 INSERT - FILMBOOK

We SEE the galaxies move as we HEAR a HUM.

PAUL
(whispering)
... beyond Epsilon Alangue... is Arrakis.
(he says this out loud)

We HOLD on this, then we SEE Arrakis grow larger in the filmbook screen and we SEE it is a planet of vast deserts.

25. CONT'D BACK TO SCENE - INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

PAUL
(whispering again)
Where is Geidi Prime from here...

F 25-3 INSERT - FILMBOOK

The star fields and galaxies move slightly then.

PAUL (V.O.)
(whispering)
There!... the enemy.

25. BACK TO SCENE - INT. TRAINING ROOM - CASTLE CALADAN - NIGHT
CONT'D

In the background, FOOTSTEPS grow louder, pounding on thick wooden floors. Thufir Hawat enters. Paul has his back to the door. Thufir suddenly looks perturbed when he notices this.

PAUL
(without turning)
I know, I'm sitting with my back to the door.

Hawat suppresses a smile.

PAUL (CONT'D)
I heard you coming down the hall, and I heard you open the door.

THUFIR
Those sounds could be imitated.

PAUL
I'd know the difference.

THUFIR
(inner voice)
Yes. Perhaps he would at that.

PAUL
Did my father send you here to test me?

Thufir scowls.

THUFIR
You're thinking it would have been nicer if he'd come up himself.

The door opens again and Gurney Halleck and Dr. Yueh enter. Paul stands.

PAUL
(to Gurney and Yueh)
This must be a day for testing.

GURNEY
Hello you young pup.... Just a short fight and some questions....

PAUL
Gurney... we had practice — this morning.... I'm not in the mood.

GURNEY
(angered)
Not in the mood?! Mood's a thing for cattle and love play... It's not for fighting.

PAUL
I'm sorry Gurney.

GURNEY
Not sorry enough.

Gurney activiates his body shield sending a shimmering FORCE FIELD around his torso. He draws his knife and advances swiftly toward Paul. Paul snaps on his FORCE FIELD, draws his knife and jumps back, collecting himself hurriedly for the fight.

GURNEY
(his voice sounding strange coming through the force field)
Guard yourself for true!

Gurney leaps high, then forward, pressing a furicus attack. Paul falls back. The shield edges CRACK loudly as they touch each other.

PAUL
(inner voice)
What's gotten into Gurney? He's not faking this.

Paul presses forward and the fight moves quickly around the room. The smell of ozone grows stronger as the shields hit and SPARK off one another. Paul directs a parry downwards, turns, and leads Gurney against the table, plunging at just the right moment to pin Gurney against the table top with his blade right at Gurney's neck.

PAUL
(strange shielded voice)
Is this what you seek?

GURNEY
(strange shielded voice)
Look down.

Paul looks and sees Gurney's blade at his groin.

GURNEY (CONT'D)
We'd have joined each other in death. However, you did seem to finally get the "mood."

PAUL
(shielded voice)
Would you really have drawn my blood?

GURNEY
(shielded voice)
If you'd fought one whit beneath your abilities I'd have scratched you a good one.

Paul stands and snaps off his shield as does Gurney.

PAUL
I guess I did hope for some play today... Things are so serious around here lately.

GURNEY
I sensed the play in you lad but this can no longer be play. Tomorrow we begin our trip to Arrakis! Arrakis is real. The Harkonnens are real.

Thufir, Yueh, Gurney and Paul stare at each other for a moment in silence. Dr. Yueh moves forward and begins to take Paul's pulse rate and to collect other data with a small black machine.

DR. YUEH
You'll be happy to hear we don't have time for regular lessons today, however I have arranged for several filmbook lessons for you on the crossing to Arrakis.

PAUL
Anything on the worms?

DR. YUEH
I have a book on a small specimen... only 125 meters long.

PAUL
Only?!

They smile at each other.

DR. YUEH
There have been documented sightings of ones as large as 450 meters, however that's in the deep desert — far from where we'll be in Arrakeen.... The desert belt and south polar regions are marked uninhabitable.... Why?

PAUL
The worms... and the storms.

THUFIR
Tell us of the storms.

PAUL
The storms on Arrakis are so severe because they build up across six or seven thousand kilometers of flatlands... up to seven hundred kilometers an hour. The sand blowing at this speed can render flesh to dust in minutes.

YUEH
The Fremen?

PAUL
We don't know much about the Fremen... They live in the deep desert... some in the cities... they have blue-within-blue eyes...

YUEH
Mutation?

PAUL
(smiling)
No... saturation of the blood over a long period of time with the spice — melange.

THUFIR
A world is supported by four things...

PAUL
Learning of the wise... justice of the great... prayers of the righteous and valor of the brave.

THUFIR
The first law of a Mentat...

PAUL
Thufir... please...

THUFIR
Paul... the first law... and in the proper form!

PAUL
Because a Mentat is trained for supreme accomplishments in logic, he knows a process cannot be understood by stopping it. Understanding must move with the flow of the process... must join it... must flow with it.

THUFIR
Please remember this when you get to Arrakis... the first law is suddenly very important in a new world.

PAUL
Will I get to see a Guild Navigator on the crossing to Arrakis?

THUFIR
No, they will be far off in the control rooms of the Heighliner. Some in the Universe see the Third Stage Guild Navigators who can be moved outside the Heighliners in tanks of the spice gas. But the highest stage Guild Navigators are never seen. They exist in total isolation high in the control rooms of the Guild Heighliners. No one knows more than this about them.... Now tell me of the Harkonnens and some history on Arrakis.

PAUL
Our mortal enemies, the Harkonnens, held Arrakis in quasi-fief for eighty years under a CHOAM Company contract to mine the geriatric spice, melange. Now, under orders from the Emperor we are to replace the Harkonnens and we shall hold Arrakis in fief-complete... An apparent victory for my father..

THUFIR
Why do you say apparent...?

PAUL
This appearance contains the deadliest peril, for Duke Leto is extremely popular among the Great Houses of the Landsraad, and... a popular man arouses the jealousy of the powerful....

THUFIR
(upset)
Who do you suspect?... Paul?... Who?

PAUL
The Baron... but behind him the Emperor.

THUFIR
You will make a formidable Duke!... but remember... the first step in avoiding a trap is knowing one exists.

PAUL
But if it's a trap why are we going?

THUFIR
(changing the subject)
Dr. Yueh, put the weirding module on him.

Dr. Yueh places a plastic device around Paul's neck. He tightens it around the Adam's apple above Paul's voice box. Thufir, noticing a SQUAD OF GUARDS at the other end of the training room, calls out to them.

THUFIR (CONT'D)
(to the guard troops)
Troops... dismissed!

The troops leave on a quick march.

THUFIR (CONT'D)
Lock the room.

Gurney activates a series of locks. LIGHTS GLOW above each doorway.

THUFIR (CONT'D)
Activate a fighter.

Suddenly a FIGHTER ROBOT rises up out of the floor.

26. INT. HALLWAY - CASTLE CALADAN - NIGHT

The hallway is empty in the foreground but in the distance a changing of the guard is seen.

27. INT. HALLWAY - CASTLE CALADAN - NIGHT

In the distance, moving TROOPS load a giant bull's head into a plasteel moving crate.

28. EXT. CLIFF WALL - CASTLE CALADAN - NIGHT

In the dark of night, Duke Leto leaves his guard and walks out to the cliff wall overlooking the stormy sea below. He meets Paul near the wall.

DUKE LETO
How are you, son?

PAUL
Fine, father, and you?

DUKE LETO
Fine... tired.... It will be good to get to our new home and have all this upset behind us.

They look out over the sea. The Duke turns to Paul.

DUKE LETO (CONT'D)
(inner voice)
My son.
(out loud)
I'm very proud of you, Paul.... Thufir Hawat has served House Atreides three generations.... He swears you are the finest student he's ever taught. Yueh, Gurney and Duncan say the same.... It makes me feel very proud...

PAUL
I wanted you to be proud of me.

Paul smiles up at his father. The WIND blows the Duke's hair and behind him stands the castle and the green and black Atreides banner against the night sky beyond. The RAIN starts again — lightly. Paul takes a closer look at the Atreides banner moving in the wind.

DUKE LETO
(studying the dark sea below)
I'll miss the sea.... It won't be bad though, Paul.... A person needs new experiences... they jar something deep inside, allowing him to grow. Without change, something sleeps inside us... and never awakens. The sleepers of the worlds continue to sleep. But not us.

PAUL
No... not us.

Paul's attention goes to his father's hand where he sees the Duke's signet ring. Again he smiles at his father.

29. INT. TRAINING ROOM - CASTLE CALADAN - NIGHT

Dr. Yueh turns to Gurney in shadow. Gurney and Dr. Yueh are looking at the filmbook of Paul's fight with the robots.

GURNEY
It's not Duncan's style... it certainly is not mine.... It's his mother's influence and he's been practicing on his own... this is flawless fighting.

F 29- INSERT - FILMBOOK
1

Shot from camera in robot. In SLOW MOTION Paul's hands weave in and out and his mouth moves very quickly and carefully forming weirding SOUNDS which are also slowed down on the sound track. In SLOW MOTION the robot catches on FIRE and falls. We fall with it to the ground.

FADE OUT.

FADE IN:

30. INT. PAUL'S ROOM - CASTLE CALADAN - NIGHT

Paul is sweating during his sleep and whispers as if struggling with some disturbing thought.

M 30- DARK WATER - MENTAL IMAGE
1

We see Paul's dream. It is very dark.

PAUL (V.O.)
Arrakis... Dune... Desert Planet.

Suddenly a drop falls into the black, and white hot widening rings appear on the dark water's surface.

M 30-2 DARKNESS - MENTAL IMAGE

Dark again. A figure turns toward Paul. It is a beautiful girl in deep shadow. She speaks.

BEAUTIFUL GIRL
Tell me of your homeworld, Usul.

30. CONT'D BACK TO SCENE - PAUL'S ROOM - CASTLE CALADAN - NIGHT

CU Paul's face in fitful sleep.

31. EXT. DOCK - CALADAN - NIGHT

At a small dock, the Reverend Mother is met and helped out of the boat by JESSICA, a beautiful woman beneath an ornate umbrella. Leaving the others behind, the Reverend Mother goes with Jessica through the rain toward the Castle. They go through a stone walled courtyard. The rain rushes loudly into the storm drains.

32. INT. PAUL'S ROOM - CASTLE CALADAN - NIGHT

PAUL
(whispering again)
Arrakis...Dune... Desert planet... moving... moving.

CLOSE UP Paul's face.

Paul's eyes snap open. He hears footsteps outside his door. As the door opens he closes his eyes, however, and pretends to be asleep. Jessica and the Reverend Mother stand in the doorway looking at him.

REVEREND MOTHER
He's small for his age, Jessica... We'll salvage what we can... but I can tell you... dear God ...<u>for the father</u> ...<u>nothing</u>.

Jessica turns to the Reverend Mother, stunned! She turns back to look at Paul. Her hand trembles.

REVEREND MOTHER (CONT'D)
Did you really think you could bear the Kwisatz Haderach?... How dare you!

JESSICA
I sensed the possibility...

REVEREND MOTHER
Indeed!... my greatest student... and my greatest disappointment.... He's awake!... He's listening to us.
(considering)
Good... Royalty has need of slyness... and if he is really the Kwisatz Haderach... Ready yourself, young Paul Atreides... I want to see you in your mother's chambers in one quarter of an hour.

She turns and walks away. Jessica remains at the door and calls out to Paul in the darkness.

JESSICA
Paul?... This is very important... remember you are a Duke's son... hurry.

Jessica leaves, closing the door behind her. Paul sits up in bed.

PAUL
(inner voice)
Kwisatz Haderach?... For the father... nothing?

33. INT. JESSICA'S CHAMBERS - CASTLE CALADAN - NIGHT

Jessica and the Reverend Mother enter. It is quite dark. Jessica whispers a code number and a glowglobe LIGHTS on a very dim setting.

REVEREND MOTHER
(angrily)
Jessica... You were told to bear only daughters to the Atreides... Jessica!

JESSICA
It meant so much to him...

REVEREND MOTHER
YOU thought only of a Duke's desire for a son?... Desires don't figure in this! An Atreides daughter could have been wed to a Harkonnen heir and sealed the breach. You've hopelessly complicated matters. We may lose both bloodlines now.

JESSICA
I vowed never to regret my decision.

REVEREND MOTHER
(sneering)
How noble! No regrets. We shall see when you're a fugitive and everyone's turned against you to seek your life and the life of your child.

JESSICA
I will pay for my own mistakes.

REVEREND MOTHER
And your son will pay with you.

JESSICA
(almost breaking down)
Will this happen on Arrakis?...

The Reverend Mother makes no reply.

JESSICA (CONT'D)
I ask only what you see in the future with your superior abilities.

REVEREND MOTHER
I see in the future what I've seen in the past...

JESSICA
(confused, scared)
Is Arrakis... Is it really that terrible on Arrakis? Will Duke Leto...

REVEREND MOTHER
(interrupting)
You entered all this with full knowledge of the delicate edge you walked...
(she softens)
Jessica, girl, I wish I could stand in your place and take your sufferings. But each of us must make her own path.

JESSICA
I know... I understand.

REVEREND MOTHER
About Paul... what you did and why you did it... we both know. But... kindness forces me to tell you there's little chance he will be the Bene Gesserit totality... however, I will observe him. In a few minutes, Jessica, your son will be proven to be a living human being or... he will be a dead animal.

REVEREND MOTHER (CONT'D)
(looking up — sensing)
He's here... call him in...

Paul enters the room and Jessica closes the door behind them.

JESSICA
Paul, this is the Reverend Mother Gaius Helen Mahiem. She is going to... observe you...
(to Reverend Mother)
Your Reverence, I...

REVEREND MOTHER
Jessica, you know it must be done. I enjoin you to stand guard at the door and practice the meditation of Peace.

JESSICA
Yes... of course...

PAUL
(inner voice)
What does she fear?
(out loud)
What about my Father?

JESSICA
Paul... please, Paul... Listen to the Reverend Mother and do what she tells you.

Jessica leaves the room.

The Reverend Mother speaks to Paul using The Voice, a Bene Gesserit training which permits an adept to control others merely by selected tone shadings of the voice. It sounds as if two people are talking — one normal and the other gutteral and slightly electronic. The effect is strange, yet subtle.

REVEREND MOTHER
(using The Voice)
Now you come here.

Paul finds he cannot help but obey her, yet he fights her controlling him.

PAUL
(inner voice)
She's using The Voice.

She sees him struggling yet obeying.

REVEREND MOTHER
(inner voice)
He's strong... He's fighting it well.

The Reverend Mother holds up a GREEN METAL CUBE.

REVEREND MOTHER (CONT'D)
See this... Put your right hand in the box.

Paul reluctantly plants his hand inside. Just then, she raises one hand to his neck. Paul sees a glint of metal. He tries to back away.

REVEREND MOTHER (CONT'D)
(The Voice)
STOP!

PAUL
(inner voice)
The Voice again.

REVEREND MOTHER
I hold at your neck the gom jabbar. It's a needle with a drop of poison on the tip. Don't pull away or you'll feel that poison. A Duke's son must know about many poisons — Here's a new one for you... it kills only animals.

PAUL
Are you suggesting a Duke's son is an animal?

REVEREND MOTHER
Let us say I suggest you may be human. If you withdraw your hand from the box, you die. This is the only rule.

PAUL
What's in the box?

REVEREND MOTHER
Pain. You will feel an itching— there... see? Now the itching becomes burning... heat, upon heat, upon heat.

PAUL
(whispering)
It burns.

REVEREND MOTHER
SILENCE...

PAUL
(inner voice) (struggling to compose himself)
I must not fear. Fear is the mind-killer. Fear is the little death that brings total obliteration. I will face my fear... I will permit it to pass over me and through me.

The Reverend Mother moves her face up to his. Her ancient face with its metal teeth gleaming inches away breathes hotly. She is smiling.

REVEREND MOTHER
You feel the flesh crisping?

M 33-1 THE HAND - MENTAL IMAGE

Paul's inner mind sees his hand on fire with all sorts of sores. The skin is bubbling.

33. CONT'D BACK TO SCENE - INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

REVEREND MOTHER
Flesh dropping and the dull ache of the burning bones.

M 33- 2 THE HAND - MENTAL IMAGE

He pictures this. The destruction of his hand is complete — now only blood spurts out and burns.

33. CONT'D BACK TO SCENE - INT. JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

Paul's face registers extreme pain.

PAUL
(cannot help the explosion)
THE PAIN!

REVEREND MOTHER
NO!! ENOUGH!!! Kull wahad! No woman child ever withstood that much. I must have wanted you to fail. Take your hand out of the box and look at it, young human.... Do it!

Paul pulls his hand out of the box. No sign of anything wrong. He turns his hand, flexes his fingers. He looks to the Reverend Mother.

REVEREND MOTHER (CONT'D)
(explaining)
Pain by nerve induction... A human can overide any nerve in the body. Our test is crisis and observation.

PAUL
I can see the truth of it.

REVEREND MOTHER
(inner voice)
Could he be the one?... Hope clouds observation.
(out loud)
You know when people believe what they say?

PAUL
I know it.

Suddenly the Reverend Mother holds her hand against Paul's head. She closes her eyes.

M 33- 3 DARKNESS - MENTAL IMAGE

She sees a blurred image of Paul's earlier dream. She sees the beautiful girl turn. She hears a muffled voice say "Tell me of your homeworld, Usul."

33. CONT'D BACK TO SCENE - INT. - JESSICA'S CHAMBER - CASTLE CALADAN - NIGHT

REVEREND MOTHER
Your mother wants you to tell me about your dreams. I only want to know one thing... Do they come true?

PAUL
Not all of them... I know which ones will.

REVEREND MOTHER
Perhaps you <u>are</u> the Kwisatz Haderach.

PAUL
What is it?

REVEREND MOTHER
(profoundly)
The person who can be many places at one time... The one who bridges space and time... There are many definitions. He will look where we cannot.

PAUL
Where?

REVEREND MOTHER
Do you know of the Water of Life?... the truthsayer drug?

PAUL
I have heard of it.

REVEREND MOTHER
It is very dangerous... It is used by the Bene Gesserit sisterhood to see within.... <u>But</u>, only down feminine paths. There is a place which is terrifying to us... to women. It is said a man will come... the Kwisatz Haderach... he will see where we cannot... he will go where we cannot... Many men have tried...

PAUL
They tried?.... Did they fail?

REVEREND MOTHER
They tried and died....
(she calls out loudly)
Jessica!

Jessica enters immediately and sees that Paul is still alive.

JESSICA
(inner voice)
My son lives!

REVEREND MOTHER
Jessica... I sense your teachings in him. Now I caution you... ignore the regular order of training. His safety requires the Voice... He already has a good start in it, but we both know how much more he needs... and that desperately.

PAUL
I've heard enough of my safety... What about my father?... I heard you talking. You speak as if he was dead. Well, he isnt!

JESSICA
Paul!

She tries to hold him.

PAUL
Well he isn't... and he won't die... Tell me he won't die!

REVEREND MOTHER
What can be done has been done.

PAUL
MOTHER! Tell me!

The Reverend Mother covers herself with her shawl and moves quickly to the door.

REVEREND MOTHER
Good-bye, young human... I hope you make it. But if you don't, well, we shall yet succeed.
(to Jessica, quietly)
Jessica, remember The Voice training, that is what could save him.

Jessica catches sight of tears on the Reverend Mother's face. This frightens her. The Reverend Mother disappears and the door closes behind her.

PAUL
MOTHER!

Jessica tries again unsuccessfully to embrace Paul. He moves away.

PAUL (CONT'D)
TELL ME, HE WONT DIE!

34. INT. DUKE LETO'S QUARTERS - CASTLE CALADAN - NIGHT

The DUKE is bent over a writing table, finishing a message on a scroll-like piece of paper. A dim glowglobe lingers above him. He rolls up the scroll with a sigh and places it in a long metal cylinder with a small circular hole in the side. He caps it, and presses a signet ring, with a red hawk symbol of House of Atreides, into the hole, which seals the cylinder with a swift hissing. He kisses the seal of his ring. HE pauses, studying the metal tube, and he listens to the far-off SOUND OF TRUDGING BOOTS of the House Guard.

Suddenly, we HEAR the sound of boot-heels CLICKING to attention just outside the room, and the soft wisping of a gown on the polished floor. The DUKE quickly places the cylinder further back on the table and, with a voice command, extinguishes the glowglobe above him, as Jessica enters.

DUKE LETO
How is Paul? Did you look in on him?

JESSICA
Yes.... He's fine...

Jessica moves toward Leto. She looks into his eyes, her love for him apparent.

JESSICA (CONT'D)
I...

She starts to cry.

DUKE LETO
Yes? What is it?... Jessica!

Jessica falls into Leto's arms. She can't look at him. She struggles to maintain her composure, but can't.

JESSICA
(crying)
I'll miss Caladan so much.

CLOSE UP on JESSICA'S SADDENED, FEARFUL EYES.

DISSOLVE TO:

35. EXT. LANDING FIELD - CALADAN - DAY

Powerful MUSIC over a downpour of RAIN. A THOUSAND TROOPS stand at attention as Duke Leto, followed by his BODY GUARD and Family walks to the Entrance Elevator of a black and green spaceship. It is pouring rain on this very dark and cloudy afternoon. GIANT METAL COVERINGS float overhead and yellow-green lights flood down over the scene.

36. INT./EXT. ATREIDES SHIP - CALADAN - DAY

The Duke enters the ship, stops and turns back. Jessica and Paul soon join him. Together they look back through the rain and the lime green light at Caladan — their last look before leaving.

Paul moves close to his father and Duke Leto puts a hand on his shoulder. Jessica and Paul look at one another. Paul scowls and Jessica turns away.

JESSICA
(inner voice)
I must not fear... Fear is the mind-killer... the little death...

The Door CLOSES on the ship's elevator, obscuring them.

37. EXT. CASTLE CALADAN - DAY

MUSIC - TORRENTS OF RAIN

Immediately after the Duke is aboard the Ship, an HONOR GUARD Lowers the huge green and black Atreides banner from atop the Castle. One of the Guards is crying.

38. EXT. LANDING FIELD - CALADAN - DAY

The Space Ship floats upward disappearing in the RAIN.

CUT TO:

39. EXT. ATREIDES SHIP - SPACE

The quite large Atreides ship is approaching a ship which is staggeringly colossal. The Atreides ship looks like a dot next to the sun.

40. EXT. HEIGHLINER - SPACE

Near the rear of the Heighliner a series of giant arms gently grasp the upper and lower portions of the Duke's ship and move it inside.

41. INT. ATREIDES SHIP - SPACE

Paul looks out a porthole and sees:

42. INT. HOLD - HEIGHLINER - SPACE

The operation of stacking the ships is handled with incredible precision by the Guildsmen. Far off, in other areas of the hold, thousands of other ships are held — ships from distant planets from far off places in the universe.

43. INT. ATREIDES SHIP - SPACE

A sense of wonder crosses Paul's face.

44. INT. CORRIDORS - HEIGHLINER - SPACE

Doorways — complicated passageways — intense wounds of machines. The doorways become shielded now.

45. INT. CORRIDORS - HEIGHLINER - SPACE

More passageways. Finally, there is the huge five-part shielded entrance to the control rooms and cockpit of the Heighliner. Passing through the shields, electrical TONES and arcing, changing patterns become violet.

46. INT. CONTROL ROOM - HEIGHLINER - SPACE

Then inside the control room. A huge, 2000 ft. high room, filled with orange gas. Twenty of the third stage Navigators swim down near the bottom. On the floor are large gratings covering an exhaust and vacuuming system. Tons of spice gas are being converted into toxic chemicals as it cools down at floor level. Higher up in the control room the gas is so thick it blocks the view of something very large.

The third stage Navigators hover around a six dimensional layered MINIATURE replica of the entire Universe. As they all make strange NOISES, electrical currents issue from them, manipulating the miniature Universe. It is as if they are chanting to a God.

47. INT. MINIATURE UNIVERSE - HEIGHLINER - SPACE

The Universe — stars, galaxies, billions of tiny points of light — elongates in the control room, causing tremendous VIBRATIONS of TONES.

48. INT. CONTROL ROOM - HEIGHLINER - SPACE

The Navigators feed in more SOUNDS and gently put the long arms and long fingers into the starry masses. Suddenly, a tremendous ROAR and pale white LIGHT comes from above and the Universe begins to curve. The Navigators begin to glow in a blue LIGHT.

49. INT. ATREIDES SHIP - HEIGHLINER - SPACE

Paul, Jessica, Duke Leto, Thufir and Dr. Yueh all are glowing with blue LIGHT. They have a very sensuous physical feeling as well and find themselves in their own small reverie. Tiny rainbows appear in the air. Paul smiles at the phenomenon — as do they all.

THUFIR
Already far from home... very far from home.

50. INT. MINIATURE UNIVERSE - HEIGHLINER - SPACE

The miniature Universe is bending slowly into a "U" formation.

51. EXT. GEIDI PRIME - DAY

FROM HIGH ABOVE, looking down on a black steel shuttle landing field in the middle of a vast sea of black oil. A small cable car zooms up toward us on an elevator of black steel. The car comes to a stop and is transferred to another cable and it begins rocketing horizontally across the black oil lake. In the distance can be seen a gigantic black city in the shape of a rectangular box over 100 stories high. Each level is lined with columns and passageways but no doors. Before the city there are rows of gigantic black steel towering figures atop massive furnaces. The figures serve as chimneys and black smoke billows out of their mouths.

52. INT. CABLE CAR - GEIDI PRIME - DAY

Inside the cable car stands Piter; his eyes are covered with black steel goggles. In one hand he holds the cylinder with Duke Leto's ring imprint.

53. EXT. THE FIGURES - GEIDI PRIME - DAY

The car zooms past the gigantic figures — colossal — larger than the Statue of Liberty — in spaced rows toward the city, and people can be seen working on them going up and down steel ladders. The furnaces below ROAR with tremendous power.

54. EXT. GEIDI PRIME - DAY

Now closer and closer to the city, building up speed until the city looms gigantic and overpowering — millions of electrical cables stretch off the top into dark energy taps above the city —

55. INT. GEIDI PRIME - DAY

— then <u>inside</u> through dark columns and passageways to a huge inner room (one of thousands) filled with open-topped lime green porcelain rooms with tremendous electrical lines criss-crossing above in a steel-networked 200-feet-high room.

56. INT. STEEL STAIRS - GEIDI PRIME - DAY

The cable car stops and Piter gets out, steps down steel stairs...

57. INT. BARON'S ROOM - GEIDI PRIME - DAY

... and enters a porcelain room where the Baron is being treated by doctors for sores on his face and body. Piter removes his goggles. His eyes are deep blue within blue. Feyd and Rabban, the Baron's young nephews, sit across from him. The doctors wear bakealite earplugs and restrictive goggles. A worker with goggles and earplugs arranges violet flowers at the far end of the room. The doctor uses a lasbeam on a big sore on the Baron's lips. From time to time the doctor drains fluid from a bag-like sore on the Baron's neck. The Baron is sickly and hugely fat and sweaty and looks like he has been sickly for some time. He turns to Piter as he enters the room.

PITER
They've left Caladan, Baron. They began to fold space moments ago. Also... I have here your answer from Duke Leto. Shall I read it?

BARON
The driest planet in the universe... where they speak in hushed tones of moisture, let alone water. It would, of course, be a worthless rock were it not for the spice. So... it becomes one of the most valuable... Now the biggest man trap in history and Duke Leto is headed into its jaws... What does Leto say, Piter?

PITER
He advises you that Vendetta — as he puts it, using the ancient tongue, the art of Kanly — is not dead. He does not wish to meet or speak with you.

BARON
I made my peace gesture... the forms have been obeyed. Piter... enlighten Feyd and Rabban concerning my delicious plan for Arrakis and the Atreides.

PITER
Sir... Is this knowledge to be...

BARON
Enlighten them, Piter... I want them to know!

PITER
Baron Vladimir Harkonnen has given up Arrakis to take part in a secret partnership with the Padishah Emperor Shaddam IV. Under this new plan, the Baron will have the use of the Emperor's own terror troops — the Sardaukar, to finally crush the Atreides and end their line. An attack will be made upon House Atreides using five legions of Sardaukar — They may suspect an attack, and Thufir Hawat may even suspect Sardaukar, but never five legions. No other Great House of the Landsraad must ever know of the Emperor's aid to the Baron. The Landsraad would turn against the the Baron and the Emperor.

Rabban breaks open a squood (living food). The squood makes a tiny SCREAM, then Rabban drinks the blood and bodily fluids. He throws the empty container of tiny animal meat into the dark water trough running through the center of the room.

BARON
I will have Arrakis back for myself... he who controls the Spice, controls the universe... and what Piter didn't tell you is we have control of someone who is very close to Duke Leto Atreides. This person... this traitor... will be worth more to us than ten legions of Sardaukar.

FEYD
Who is the traitor?

BARON
(laughs)
I won't tell you... I won't tell you who the traitor is or when we'll attack. However, the Duke will die before these eyes and he'll know that it is I —Baron Vladimir Harkonnen — who encompasses his doom.

The Baron gets up, buoyed by suspensors around his waist. He begins a strange, gleeful, floating dance. TWO ATTENDANTS against the wall strike small drums which go "BRUUM" "BRUUM" as the Baron floats slowly upwards and across the room. Tremendous frightening SOUNDS swell louder and louder.

58. INT. MINIATURE UNIVERSE - HEIGHLINER - SPACE

The "U" shape of the elongated Universe is slowly bending back to a straight position.

59. EXT. SPACE

Stars swirling into focus.

60. INT. ATREIDES SHIP - SPACE

Paul is looking out for a last look as:

61. EXT. HEIGHLINER - SPACE

The giant arms engulf his Father's ship and put it out into Space.

62. EXT. HEIGHLINER - SPACE

A formation of over 3,000 Atreides ships hover under the Guild Heighliner...

63. EXT. ATREIDES SHIP FORMATION - ARRAKIS - DAY

... then begin to descend toward the huge desert planet of Arrakis, at first bright then entering into a strange dry darkness. The dark atmosphere covering everything, the dunes, the black rock, the forlorn barren new home.

64. INT. ATREIDES SHIP - DAY

As they fly through the darkness, the Generals are upset about strange radio SIGNALS they are picking up in the communication room.

GENERAL #1
Harkonnens... they're still here...

65. EXT. HARKONNEN SHIP - ARRAKIS - DAY

In the distance, a black Harkonnen ship rushes through the dark atmosphere.

66. INT. ATREIDES SHIP - DAY

DUKE LETO
There's one!

THUFIR
Most likely off to report we have arrived. Shall we des...

DUKE LETO
(interrupting)
Yes... they were ordered off this planet. Destroy it.

67. EXT. ATREIDES SHIP FORMATION - ARRAKIS - DAY

The atmosphere is filled with 3,000 Atreides Spaceships all flying in groupings of "V" formations. Suddenly three Atreides ships jet forward breaking formation and pursuing the Harkonnen vehicle.

68. EXT. ATREIDES SHIPS/HARKONNEN SHIP - ARRAKIS - DAY

The speed of the ships is unbelievably fast but the Harkonnen ship speeds up as well, and begins complicated evasion maneuvers. The ships are changing directions, up, down, sideways at right angles. Suddenly a slow burner Atreides rocket penetrates the shield of the Harkonnen Ship and it disintegrates into a mass of white burning LIGHT.

69. EXT. WALL - ARRAKIS - DAY

The Atreides ships shoot upwards, narrowly escaping the blast and a giant rock shield wall over three miles high.

70. EXT. ATREIDES SHIP FORMATION - ARRAKIS - DAY

The ships return to formation.

71. INT. ATREIDES SHIP - DAY

The Duke, Paul and Thufir share a grim smile. The Duke kisses the seal of his ring. They marvel at:

72. EXT. - ARRAKIS - DAY

The height of the rock wall. They begin flying through a canyon formed by giant walls. Below them dunes of white sand. To the sides, black sheer cliff walls. The speed -- around 1,000 m.p.h. The Black Rock of the shield wall roars past and then there appears a gigantic Basin. ZOOMING across the dead basin then up and over another shield wall of black rock. The entire fleet of Atreides ships follows.

73. INT. ATREIDES SHIP - DAY

A TONE sounds within the Ship.

THUFIR
There's Arrakeen.

74. EXT. - ARRAKIS - DAY

The Ship slows considerably and descends into a narrow sand dune valley between two enormous shield walls. There is much smoke from spice refining factories and mining of metals and building materials from the shield wall. There are also rows of spice silos, the City of Arrakeen itself and the Palace, which is carved into a large black outcropping of rock.

75. EXT. LANDING FIELD - ARRAKEEN - DAY

The airfield is between the Palace and the shield wall and the 3,415 Atreides ships begin to land one by one in perfect rows of fifty. The air is vibrating with HEAT WAVES. The atmosphere is oppressive.

76. EXT. LANDING FIELD - ARRAKEEN - DAY

SOLDIERS are exiting the ships, their lips immediately drying out in the heat, their eyes squinting. Gurney leads a group of soldiers toward some of Duke Leto's Generals. He sees Paul and Duke Leto with Thufir at the door of their ship. They all wave to each other through the HEAT WAVES and WIND. The Atreides drum corps pounds out a heavy CADENCE.

77. EXT. PALACE - ARRAKEEN - DAY

The Atreides banner is raised on the top of the Palace.

78. INT. PASSAGEWAY - PALACE - ARRAKEEN - DAY

Thufir marches down a hallway with a squad of TROOPS with electonic gadgetry, LIGHTS and SOUNDS going constantly.

THUFIR
(into a radio microphone)
The Palace is secure and clean... set the shield.

79. INT. BASEMENT - ARRAKEEN PALACE - DAY

Down in the basement a series of atomectric Holtzman generators are activated by Atreides engineers. The machines start low and WHINE upwards to a high pitch. When the pitch is steady, a series of levers are pulled.

80. EXT. PALACE - ARRAKEEN - DAY

Just after the levers are pulled a huge House shield is seen going up in a box shape encompassing the Palace with SHIMMERING protection.

81. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Jessica enters a large hall where the giant bull's head is being hung above a massive fireplace. The moving troops are unpacking crates and organizing furnishings. Jessica watches them. TWO ATREIDES WOMEN in uniform come up to Jessica.

WOMAN #1
(referring to several robed figures standing in the room)
My lady... the local people... the maids and servants are waiting for your inspection. Hawat has cleared them.

JESSICA
Thank you.
(so only the two Atreides women can hear)
Are they Fremen?

WOMAN #2
(quietly)
City Fremen....

As they cross to the figures, all of whom have the blue-within-blue eyes, one of the Fremen women, the SHADOUT MAPES, studies Jessica very carefully.

82. INT. OBSERVATION ROOM - ARRAKEEN PALACE - DAY

Duke Leto sits with Paul, Thufir, EIGHT GENERALS and SIX SUB-LIEUTENANTS. In front of Thufir is a device FLASHING brilliant light bursts over his face. The others are all talking among themselves. Suddenly Thufir's face turns brilliant red (as red as his sapho-stained lips) and he begins speaking rapidly into the machine in code using a strained high voice.

THUFIR
(Mentat voice)
Sector 6 - 80 — copy the sixth — the summit — the eight the quadrant over the ninth plus eighty — four circles — weave the eighty and call the fourth copy — enter nine — seven by seven a seven the seven call seven B seven — enter the circles call the sixth copy the sixth over the summit.... eight.

The machine FLASHES several bright irregular SIGNALS. Then it stops and HUMS. The blood leaves Thufir's face.

THUFIR (CONT'D)
(very fast and casually)
Eight.... Thufir Hawat.... Mentat.... Master of Assassins.

The hum stops. Thufir turns to Duke Leto. He looks up. Everyone is quiet now.

THUFIR (CONT'D)
The city of Arrakeen is under martial law... The Palace is secure... we have troops headquartered underground on sub-floors six through ten. The rest of the troops are stationed in Arrakeen and we will have some out on the airfield. The city people were very upset when they saw the number of us arriving here because of the extra water we'll consume. We are installing new windtraps to make up for the difference.... Our intelligence confirms the strong presence of the Harkonnens, and some captives have already been taken.

DUKE LETO
Thufir, set up another command post for intelligence and communications on all main floors. For the rest of you... we are presently in a war of assassins... We must crush the Harkonnen machine that still exists here on Arrakis... You all know what to do in that regard.... That is all.

FADE OUT.

FADE IN:

83. INT. PASSAGEWAY/STAIRS - ARRAKEEN PALACE - DAY

Jessica is walking down a dark, cool passageway and is acutely aware that someone is following her. She catches sight of this person, but only a glimpse. Jessica begins to climb some stairs leading up into a tower. She looks back down as she climbs. She stops and can hear small footsteps on the stone. At the top of the spiraling stairs Jessica turns and moves down a narrow hallway. She stops and waits. She hears nothing.

84. INT. YELLOW ROOM - ARRAKEEN PALACE - DAY

She moves backwards into a room and as she turns she suddenly faces Dr. Yueh. The shock of seeing someone after what she's just experienced causes her to scream out.

JESSICA
Dr. Yueh!

DR. YUEH
My Lady... I startled you... I'm sorry.

JESSICA
No, please...

Jessica glances once again out the door. She sees nothing, but as she turns away we see the face of the Shadout Mapes in the shadows. Jessica moves across the room toward Yueh. In the distance the cry of the watersellers can be heard... "SOO SOO SOCK."

JESSICA (CONT'D)
Are you familiarizing yourself with the palace.

DR. YUEH
Your son grew tired Jessica, I sent him into the next room to rest.

Jessica goes to a small door, opens it, and looks in on Paul.

85. INT. PAUL'S ROOM - ARRAKEEN PALACE - DAY

Paul sleeps peacefully.

86. INT. YELLOW ROOM - ARRAKEEN PALACE - DAY

As she returns...

DR. YUEH
I gave him a sedative.

JESSICA
Yes... He's sleeping

87. INT. PAUL'S ROOM - ARRAKEEN PALACE - DAY

Paul sits up in his bed, takes his sedative pill out of his fist and smiling sets it on the bedside table. He reaches for a filmbook. He presses a button and a NARRATOR starts in on variations of desert life on Arrakis.

NARRATOR (V.O.)
...saguaro, burro bush, creosote bush, barrel cactus...

Paul pushes a button.

NARRATOR (V.O.) (CONT'D)
...worm specimens we've examined lead us to suspect complicated chemical interchanges within them. We find traces of hydrocholoric acid in the ducts, more complicated acid forms elsewhere....

88. INT. YELLOW ROOM - ARRAKEEN PALACE - DAY

DR. YUEH
... as is the case of these date palms the Harkonnens put in.... The city people hate them... they each require five litres of water each day — enough for one hundred people. The Harkonnens have sealed off many other sources of information on Arrakis.

JESSICA
Yes... so much is unknown concerning this planet. Like the Fremen... these mysterious people of the desert... no one really seems to know anything about them. Like the water... wells have been drilled... there seems to be water.... It gushes... then a trickle... then nothing... as if something is stopping it. There are things here behind the Harkonnen veil that bear close investigation.

DR. YUEH
We are indeed behind a Harkonnen veil...

Jessica notices Yueh's hand fold into a fist.

JESSICA
The way you say Harkonnen... I didn't know you had so much reason to hate them.

DR. YUEH
(inner voice)
Great Mother!... I've aroused her suspicions now. I must use every trick my wife taught me... I must use the truth as far as I can...
(out loud)
My wife.... you didn't know my wife... they...

JESSICA
(out loud)
Forgive me...
(inner voice)
... His wife was Bene Gesserit too... the signs are all over him... they must have killed her.

Jessica sees a droplet of sweat break out on Yueh's cheek.

DR. YUEH
I'm sorry I'm unable to talk about it.
(inner voice)
This is certainly true.

Dr. Yueh takes a trembling breath.

JESSICA
(inner voice)
(looking back at Yueh)
He's hiding something — holding something back.
(She studies his face closely.)
It's not just his wife... He's a good man though. He's probably trying to save my feelings ...
(We see her mouth.)
I could use The Voice... make him tell me... It would only shame him.
(We see her eyes)
I must place more trust in my friends.
(We see Yueh turn toward her)

89. INT. PAUL'S ROOM - ARRAKEEN PALACE - DAY

Paul continues looking at the filmbook. He reaches for some strange-shaped rolled pastries but before he takes one, he pulls the poison detector down over them, activates it and a pleasant TONE sounds. The work "SAFE" appears in green light. Paul takes a pastry, bites into it and turns back to the filmbook. Suddenly he stops chewing. He looks at the pastry.

PAUL
(inner voice)
Spice...

As he continues eating it he notices the SUNLIGHT through the slats over the window begins to GLOW white hot. Paul's eyes are intense as the light GLOWS brilliantly.

PAUL (CONT'D)
(whispering inner voice)
Terrible purpose.... What is it?

Some red droplets appear rushing through the white light. Three images follow:

MENTAL IMAGES:

M 89-1 A BLURRED GUILD NAVIGATOR

M 89-2 PAUL DEAD ON A STONE FLOOR

M 89-3 FIRE BURNING

89. CONT'D BACK TO SCENE - INT. PAUL'S ROOM - ARRAKEEN PALACE - DAY

The LIGHT decreases and Paul slowly gets out of bed, trembling. As he puts on his coat, Paul begins to turn away but stops suddenly. A portion of the headboard is now slowly folding down and Paul sees a chrome sliver of metal glide out from within the dark opening. Paul freezes.

PAUL
(inner voice)
A hunter- seeker!... It can't get me if I don't move... It's too dark in here for it to see clearly...

The hunter-seeker begins to lift and swing across the room and back — searching.

PAUL (CONT'D)
(inner voice)
I've got to grab it -_ the suspensor field will make it slippery on the bottom — I must grip it tightly.

The seeker drops a little, circling around the bed. A faint HUMMING sound is heard.

PAUL (CONT'D)
(inner voice)
Who is operating that thing?... It has to be someone in the Palace. I could shout for Yueh but it would kill him the minute he opened the door...

Just as Paul finishes this thought the other door to his room begins to open and the Shadout Mapes peers in. The hunter-seeker arrows past Paul toward the motion. Paul swiftly reaches out and grips the deadly thing. It HUMS and twists violently in his hand. With a powerful turn and thrust Paul slams the glass nose of the seeker into the stone wall. The seeker goes dead in his hand. He looks up into the deep blue eyes of the Shadout Mapes.

SHADOUT MAPES
(somewhat shaken)
It would have killed me... not so?

PAUL
I was its target. It went to the motion.
(inner voice)
Who is this creature?

SHADOUT MAPES
Then you saved my life.

PAUL
Who are you?

SHADOUT MAPES
I am the Shadout Mapes... the housekeeper.

PAUL
(inner voice)
Could she be the operator? No...

SHADOUT MAPES
I must cleanse the way between us... we Fremen pay our debts. It's known to us that you've a traitor in your midst. Who it is we cannot say but we're certain of it.

PAUL
(inner voice)
A traitor...

Before he can speak the Shadout Mapes is gone — running off down the passageway.

PAUL (CONT'D)
(inner voice)
A Fremen!

Paul goes immediately to his shield belt and puts it on and activates it sending a vibrating shroud around him, then radios his father.

PAUL (CONT'D)
(into radio microphone)
Father... I've found and destroyed a hunter-seeker in my room... seal off this section of the Palace... the operator may be sending more.

Jessica enters.

PAUL (CONT'D)
(looks to Jessica)
I've just gotten word there is a traitor among us.

90. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Running TROOPS storm down the hallway with electronic gear and big stun guns.

91. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Thufir walks quickly toward SEVERAL TROOPS.

THUFIR
Set up a sonar probe immediately!

92. INT. YELLOW ROOM - ARRAKEEN PALACE - DAY

Dr. Yueh sticks his head out the doorway as SEVERAL TROOPERS run past.

93. INT. OBSERVATION ROOM - ARRAKEEN PALACE - DAY

Duke Leto is calling on a radio phone. GENERALS surround him, as well as Gurney.

DUKE LETO
(on phone)
Thufir?.... anything?.... keep looking.
(inner voice)
...and a traitor... God help us.

94. INT. SUB-SUB-SUB-BASEMENT - ARRAKEEN PALACE - DAY

TROOPS come off an elevator. The glow-span indicates the very bottom floor of 18 sub-floors. The ground is uneven rock and the ceiling is low. The air is thick. The troops fan out shinning chemical lamps here and there. A soldier suddenly stops. Ahead in his light beam is a dead Harkonnen — bloody vomit dried around his mouth. He lies beside an electronic divice.

95. INT. YUEH'S ROOM - ARRAKEEN PALACE - DAY

Dr. Yueh covers his face with his hands in a darkened room... sobbing.

96. INT. OBSERVATION ROOM - ARRAKEEN PALACE - DAY

Duke Leto and Paul are sitting together. Thufir barges in.

THUFIR
My lord... I wish to tender my resignation for the m...

DUKE LETO
Silence Thufir! Sit down, will you and stop acting the fool. If you made a mistake it was in overestimating the Harkonnens. Their simple minds came up with a simple trick. Paul came through this largely because of your training. You didn't fail there! Sit down Thufir!

THUFIR
At once my lord.

DUKE LETO
Thufir — there is this traitor.... I know you've cleared everyone — especially those close to us, but re-check.... and find him.

Gurney enters the room.

DUKE LETO (CONT'D)
(turning towards Gurney)
...Gurney! We desperately need more spice miners... many are threatening to leave on the next shuttle. You must persuade them to stay on and enlist with us. We particularly need spice drivers, weather scanners, dune men, Gurney... any with open sand experience.

GURNEY
They shall come all for violence: their faces shall sup up as the east wind. And they shall gather the captivity of the sand.

DUKE LETO
(squints at Gurney)
A very moving quotation Gurney, and while you're gone please deliver this small note to Jessica.

GURNEY

Behold as a wild ass in the desert go I forth to my work.

Gurney strides off. Thufir sits, contemplating. Paul and Duke Leto smile at each other and shake their heads.

97. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - DAY

Jessica is sitting in a small room, smiling, reading the note from Duke Leto. It reads "I miss you."

She sets the note down. She begins to tremble. She becomes fearful. In her mind she SEES three quick images:

M 97-1 MENTAL IMAGE - A BLURRED GUILD NAVIGATOR

M 97-2 MENTAL IMAGE - PAUL DEAD ON A STONE FLOOR

M 97-3 MENTAL IMAGE - FIRE BURNING

97. BACK TO SCENE - INT. JESSICA'S CHAMBER - ARPAKEEN PALACE - DAY

Then she continues to tremble.

JESSICA
(inner voice)
I must speak with you Leto!

98. INT. PASSAGEWAY - ARRAKEEN PALACE - DAY

Outside in the passageway FEET suddenly move quietly toward the door to Jessica's room.

99. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - DAY

Jessica HEARS this and looks up just as the Shadout Mapes silently enters her room.

JESSICA
(staring at the blue-eyed woman — waiting for possible danger.)
Yes?

SHADOUT MAPES
I am the Shadout Mapes, your housekeeper, Noble Born. What are your orders.

JESSICA
You may refer to me as "My Lady." I am not noble born. I'm the bound concubine of Duke Leto — mother of the heir designate.... "Shadout"... that's an ancient word.

MAPES
(strangely asked)
You know the ancient tongues then?

JESSICA
I know the Bhotani Jib and the Chakobsa, all the hunting languages.

MAPES
Just as the legend says.

JESSICA
(inner voice)
Legend? That's it! The Missionaria Protectiva must have been here too... planting the protective legends in these people against the day of Bene Gesserit need. That day has come. I must play out this sham.
(out loud)
I know the Dark things and the way of the Great Mother. Miseces prejin.

Mapes takes a step backward to flee.

JESSICA (CONT'D)
I know many things. I know you came prepared for violence with a weapon in your bodice.

MAPES
My Lady, I... the weapon was sent as a gift if you should prove to be the one.

JESSICA
And the means of my death should I prove otherwise.
(inner voice)
Now we will see which way the decision tips.

Slowly Mapes reaches into her dress and brings out a sheathed knife. She unsheathes it and the knife GLOWS as if lit from within.

MAPES
Do you know this my lady?

JESSICA
(inner voice)
It could only be one thing....
(out loud)
It's a crysknife.

MAPES
Say it not lightly...
(very slowly)
Do you know its meaning?

JESSICA
(inner voice)
Here is the reason this Fremen has taken service with me, to ask this one question. Delay is as dangerous as the wrong answer. Shadout is Chakobsa... knife... Maker of Death.
(out loud)
It's a maker...

Mapes SCREAMS with elation and grief.

JESSICA (CONT'D)
(inner voice)
Maker?... Maker... Maker is the key word... that was close...
(out loud)
Did you think that I, knowing the mysteries of the Great Mother, would not know the maker?

MAPES
My Lady, when one has lived with prophecy for so long, the moment of revelation is a shock.

Mapes sheathes the blade... slowly.

JESSICA
(inner voice)
There's more here... yes!
(out loud)
Mapes, you've sheathed that blade unblooded.

With a GASP Mapes drops the knife into Jessica's hands and opens her blouse.

MAPES
Take the water of my life!

Jessica withdraws the knife from the sheath and, with the point, scratches a line just above Mapes' right breast.

MAPES (CONT'D)
You are ours.... You are the one.

Jessica's eyes stare ahead. She knows these words ring with truth.

100. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - DUSK

Duke Leto is on a balcony overlooking the airfield and the three mile high shield wall. The Duke looks tired. The colors are changing rapidly as the sun goes behind the shield wall. From yellows to brilliant orange to hot violet to blue violet.

101. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

Suddenly it is black of night. The Duke catches sight of a FLASHING LIGHT far in the distance on the shield wall.

DUKE LETO
Harkonnen.... signals.

Just then, overhead, an Atreides ornithopter rushes in the direction of the flashing light.

DUKE LETO (CONT'D)
Good lads.... Good lads. You've seen it too.

The Duke turns. He SEES:

102. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

...glowglobes going on inside the observation room where Paul sits alone studying a filmbook.

103. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

DUKE LETO
They've tried to take the life of my son.

CU Duke Leto's saddened face.

104. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

CU Paul inside studying.

F 104-1 INSERT - FILMBOOK

We SEE a gigantic carryall lower down above a spice harvester and pick it up off the desert floor as a narrator speaks over.

NARRATOR (V.O.)
One carryall can handle the operation of four spice mining teams; however, it will fly only two harvesters at one time. At the present time we have nine hundred and thirty harvesters and nine hundred and eighty-one carryalls....

104. BACK TO SCENE - INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT
CONT'D

Paul looks up as Thufir enters the room, passes him and continues on to join Duke Leto on the balcony.

105. EXT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

DUKE LETO
Thufir... haven't you heard from Duncan Idaho yet?

THUFIR
No sire... I did however find out what the city Fremen were calling out to Paul as we entered the city.

DUKE LETO
Yes?

THUFIR
They called out "Mahdi" and "Lisan al-Gaib... a prophecy... that a young leader will come to them with a Bene Gesserit mother.
(He says "Bene Gesserit" with slight contempt — the Duke notices)
It follows the familiar Messiah pattern.

DUKE LETO
What about this Mahdi?

THUFIR
Supposedly, he will lead them to true freedom.

Leto looks back through the thick glass plate at Paul who just at that moment looks out to him.

THUFIR (CONT'D)
My Lord...
(he hesitates)

DUKE LETO
What is it?

THUFIR
My Lord... this is very difficult for me.

DUKE LETO
Get to it Thufir!

THUFIR
Yes, My Lord... A Harkonnen agent was killed last night. Before he died he started an acid erasure in a message cannister he caried. We stopped that erasure. The remaining portion, my Lord, is.... I'll read it to you... it starts, "Leto will never suspect, and when she strikes, the blow falling upon him from a beloved hand, its source alone should be enough to destroy him." I've authenicated that it was under the Baron's own seal.

DUKE LETO
(upset)
Your suspicions are plain, yet you yourself investigated the Lady Jessica when I took her to my side.

THUFIR
Things have been known to escape me... like today's attempt.

DUKE LETO
The Harkonnens wish an end to the Atreides line. That means Paul too. Could a woman conspire against her own son? Also, what better way to destroy me than to sow suspicion on the woman I love.

THUFIR
An interpretation I've considered.

DUKE LETO
(inner voice)
Let him be suspicious. Maybe if I appear to believe this it will make the real traitor careless.
(out loud)
What do you suggest?

THUFIR
Constant surveilence... she should be watched at all times. I will see that it's done unobtrusively.

DUKE LETO
I leave it in your hands Thufir.

PAUL'S POV

Paul sees Thufir walk down some steps towards the airfield. He sees his father take another anti-fatigue pill. In the distance can be heard the sound of someone LAUGHING. Paul sees a moon rising above his father's head. On the surface of the moon is a marking in the shape of a hand. We see the huge hot face of the moon in CU.

DISSOLVE TO:

106. EXT. LANDING FIELD - ARRAKEEN - DAY

Sunlight... very hot looking HEAT WAVES. Viewed through oil lense binoculars. Moving then to the image of DOCTOR KYNES standing with Gurney on the landing field.

DUKE LETO (V.O.)
So finally! Doctor Kynes — the scientist — and Judge of the Change.

107. INT. SHELTER - LANDING FIELD - ARRAKEEN - DAY

PAUL
(also looking through binoculars)
He has the blue eyes of a Fremen.

DUKE LETO
He's been here with the spice long enough for them to change.... Let's go meet the man... and thank him for these stillsuits.

Thufir steps forward.

THUFIR
My Lord... All will be secure here while you are away.

DUKE LETO
I trust it will be, Thufir.

108. EXT. LANDING FIELD - ARRAKEEN - DAY

The Duke, Paul and SEVERAL ARMED GUARDS enter the heat of the airfield and walk out toward Kynes, who is standing next to Gurney.

KYNES
(to Gurney)
So, this is Leto the Just...

GURNEY
(sharply)
I hope I made myself clear. You may call him "The Duke," "My Lord," or "Sire".

KYNES
(sarcastically)
No other options?

GURNEY
As a matter of fact, there is a more ancient term you might keep in mind — "Noble Born."

KYNES
(inner voice)
Play out your little comedy while you can, off-worlders...

The two parties meet and are introduced.

DUKE LETO
So you are Dr. Kynes, the Imperial Ecologist?

KYNES
(turning to Gurney)
I prefer the more ancient term, planetologist... My Lord.

DUKE LETO
This is my son, Paul.

PAUL
Are you a Fremen?

KYNES
I am a servant of His Majesty the Emperor.

PAUL
(inner voice)
He's hiding something.

DUKE LETO
I understand we have you to thank for these stillsuits, Doctor.

KYNES
They are of Fremen manufacture. I hope they fit well, My Lord.

PAUL
"Your gift is a blessing of the river."

Kynes' FREMEN GUARDS, hearing this, are siezed with agitation. Kynes QUIETS them, then studies Paul.

KYNES
(inner voice)
The Muad'Dib will greet you with holy words and your gifts will be a blessing.
(spoken, nonchalantly)
Most of the desert natives here are a superstitious people. They mean no harm. With your permission, I will check the security of your suits.

Gurney and the guard move forward warily.

GURNEY
(angrily)
The Duke is to be addressed as...

The Duke cuts him off.

DUKE LETO
Our ways are new here, Gurney.
(to Kynes)
We are in your hands, Doctor. I'd appreciate an explanation of the suit's workings.

Kynes comes forward and adjusts the Duke's suit, checking seals and pulling on straps.

KYNES
Basically, it's a high-efficiency filter and heat exchange system. Perspiration passes through the first layer and is gathered in the second... salt is removed. Breathing and walking provide the pumping action. The reclaimed water circulates to catchpockets from which you drink through the tube at the neck. Urine and feces are processed in the thigh pads. In the open desert, you wear the face mask. Breathe in through the mouth filter, out through the nose tubes.

The Duke is now properly fitted.

KYNES (CONT'D)
With a Fremen suit in good working order, you won't lose more than a thimblefull of moisture a day.

DUKE LETO
My thanks.

Kynes turns to Paul, running his hands over the slick fabric. He stands back with a puzzled expression.

KYNES
You've worn a stillsuit before.

PAUL
No.

KYNES
Your suit is fitted desert fashion. Who told you how to do that?

PAUL
No one. It... seemed the proper way.

KYNES
That it is.
(inner voice)
He shall know your ways as if born to them.

Kynes' Fremen guard are watching Paul very closely now.

GURNEY
We're wasting time, My Lord.

They make their way to a large black ornithopter and enter it.

109. EXT. LANDING FIELD - ARRAKEEN - DAY

They lift off.

110. INT. ORITHOPTER - DAY

They fly over the fields of spice silos and over the huge spice factories which belch out orange and black smoke. Then, through the windows, we see the black stone of the shield wall race past as the 'thopter rises.

KYNES
Southeast over the shield wall. That's where I told your sandmaster to concentrate his equipment.

111. EXT. ORNITHOPTER - DAY

They crest the top of the wall which opens out into a black, level expanse of rock, cratered and fractured. IN THE DISTANCE, on the other side, is the huge, seemingly endless plain of sand, the GREAT DESERT.

112. INT. ORNITHOPTER - DAY

PAUL
Will we see a worm today?

KYNES
We will... where there is spice and spice mining there are always the worms.

PAUL
Always?

KYNES
Always.

PAUL
I've seen a specimen one hundred meters long in a filmbook, they said it was a small worm.

KYNES
That it was... the big ones are five hundred meters long.

PAUL
Why do the worms come?

KYNES
They protect their territory. Vibrations draw a worm. A shield will draw a worm. A shield in the desert is a very useless, foolish thing. The worms ignore their territory and come from miles to attack a man with a shield. No man has ever survived such an attack.

Kynes looks around and sees that each of the Atreides carries a shield belt.

Paul studies Kynes as he and Duke Leto speak.

PAUL
(inner voice)
I've registered him now... He has a knife in a sheath on his left arm. A belt with equipment under his robe... the copper likeness of a hare on his neck and hood... his voice... his manner... he's a strong man... would seem to be a person born to command... He's hiding many things.
(out loud, suddenly)
Is there a relationship between the worms and the spice?

Kynes turns instantly and stares at Paul.

KYNES
As I said... they defend the spice sands. But as to the spice... who knows.

113. INT. AUTOPSY ROOM - ARRAKEEN PALACE - DAY

Thufir enters and approaches Dr. Yueh, who is scanning dead Harkonnen bodies with a yellow light. Yueh is somewhat startled and acts nervously.

THUFIR
More enemy dead coming in for your inspection, Dr. Yueh. Are you alright?

DR. YUEH
I'm fine... thank you.

Thufir leaves.

Dr. Yueh continues to scan several of the bodies already in the room. He suddenly stops. He lasbeam-cuts the stomach of a Harkonnen agent. He looks on the sonar monitor. He sees a black shape. He reaches in the stomach cavity and pulls out a small message cylinder, and moves toward a doorway. His hand is trembling.

114. INT. YUEH'S ROOM - ARRAKEEN PALACE - DAY

He brings the message cylinder into the room, opens it and reads.

115. INT. ORNITHOPTER - DAY

DUKE LETO
Is there no way to rid Arrakis of the worms?

KYNES
They're incredibly tough. High voltage electrical shock to each ring segment is the only known way of killing an entire worm. They can be shattered by explosives but each ring has a life of its own.

GURNEY
Dust cloud ahead, Sire

KYNES
That's what we seek... Spice mining... there's no other cloud quite like it. You see the spotters over it... watching for wormsign... the telltale sand waves moving toward the harvester. They'll have seismic probes on the surface, too... the worms sometimes travel too deep for the wave to show... Looks like a good patch of spice.

DUKE LETO
Is that wormsign?

KYNES
Yes!... worm. Big one! You've got sharp eyes... May I?

Kynes grabs the microphone and dials in the correct frequency.

116. EXT. HARVESTER - DESERT - DAY

Down below the sand is rippling, like water with a big fish just under its surface. The ripple is moving toward the harvester.

117. INT. ORNITHOPTER - DAY

KYNES
(into radio)
Calling Harvester Pad Nine. Wormsign warning.

STATIC... then a voice.

VOICE
(over radio)
Who calls Pad Nine?

KYNES
Unlisted flight northeast of you.. wormsign is on intercept course... estimated contact twenty-five minutes.

VOICE
(over radio)
Have sighting confirmed. Stand by for fix. Contact in twenty-six minutes minus. That was a good estimate — who's on that unlisted flight?

DUKE LETO
(to Kynes)
Is this a regular working frequency?

KYNES
Yes... why?

DUKE LETO
Who'd be listening?

KYNES
Just the work crews in the area...

Gurney gives the Duke a look.

GURNEY
Don't say anything, Doctor.

VOICE
(over radio)
Spotter control... who gets bonus credit for that spot.

GURNEY
Tell them it was a lucky sighting and have them split the bonus.

KYNES
(into radio)
Please split the bonus among yourselves.

VOICE
(over radio)
Spotter control... many thanks.

DUKE LETO
What happens now?

KYNES
The carryall will come and lift the spice harvester off. Get in close over the harvestor... you'll find this interesting.

As the Duke brings their ornithopter in closer, Paul can SEE...

118. EXT. HARVESTER - DESERT - DAY

...huge amounts of sand being spewn out of the gigantic stacks atop the metal and plasteel harvester.

119. INT. ORNITHOPTER - DAY

KYNES
They'll continue working until the last minute.

The yellow cloud of the harvester envelopes them. The Duke flies up to get a clearer look.

VOICE
(over radio)
Spotter control... no sign of the carryall... it isn't answering.

Everyone looks at one another.

GURNEY
The worm is eight minutes away by my calculations.

VOICE
(over radio)
Spotter control — give me a report by the numbers.

Over the radio MANY VOICES report they have no contact with the carryall.

DUKE LETO
Damn it, how could we lose a carryall...

He punches a control button and grabs a microphone.

DUKE LETO (CONT'D)
(into microphone)
We are coming down to take you off the harvester... All spotters are ordered to comply.

VOICE
(over radio)
Ordered by whom?

DUKE LETO
This is Duke Leto Atreides....

VOICE
(over radio)
Yes... yes, Sire!

DUKE LETO
How many men do you have?

VOICE
(over radio)
Full crew — twenty-six men — but Sire, we can't leave this spice...

DUKE LETO
Damn the spice.

GURNEY
(figuring quickly)
That's too many... If we put more than four in here we could snap the wings.

DUKE LETO
Not on this craft. When we land you and Paul toss out that rear seat and all unnecessary equipment.

120. EXT. HARVESTER - DESERT - DAY

All the spotters begin landing and the Duke descends directly in front of the harvester which has stopped mining yet still emits a tremendous rythmic GRINDING noise. No one is coming out.

121. INT./EXT. ORNITHOPTER/DESERT - DAY

KYNES
They're still hoping the carryall will come in time...

A very low, powerful SOUND starts now and the ground begins to shake.

DUKE LETO
(over radio)
Everyone out now!... or I'll cut the harvester apart with a lasgun.

122. EXT. HARVESTER - DESERT - DAY

A hatch opens and MEN come pouring out.

123. INT. ORNITHOPTER - DESERT - DAY

DUKE LETO
(yelling at the men)
Two men in each of the spotters... You!... over here.... run!!

The ground is really shaking now. A tremendous low THUNDERING sound grows along with a high rasping HISS.

KYNES
(to Paul and Gurney — yelling over the noise)
I can't see it yet but it's very close...

DUKE LETO
(out loud to himself as he watches the men scrambling)
Damn sloppy — really damn sloppy.

FOUR MEN begin tumbling into the Duke's machine.

GURNEY
Hurry up boys...

The men press on Gurney and Paul. Paul can feel the fear. The sound is a horrible ROAR and deeper RUMBLING now and the 'thopter is vibrating and shaking violently. The air suddenly begins to spark with static electricity.

KYNES
(nervous)
Here it is... We'd better go.
(inner voice)
My God he's a cool one this Duke.

DUKE LETO
Is everyone accounted for? Yes?... here we go...

GURNEY
She's very heavy, sire.

The ship strains but it does lift off — slowly. Everyone is relieved.

KYNES
(pointing down and yelling)
You are about to witness something few have seen — watch.

Paul looks down as the Duke banks over the harvester.

124. EXT. HARVESTER - DESERT - DAY

Static electricity is igniting in the air and the sand is swirling around the harvester. Then they see it. A wide hole emerges from the sand, glistening spokes within it. The hole is twice the size of the harvester. Suddenly the machine turns and slides into the hole, parts of it exploding. The SOUND deafening. The Duke's ship WEINING to stay aloft.

125. INT. ORNITHOPTER - DAY

GURNEY
God what a monster.

DUKE LETO
Someone is going to pay for this... I promise.
(to Gurney)
Find that carryall... I want answers.

GURNEY
Sire.

Paul sees the great anger in his father, then he hears Kynes say a curious thing.

KYNES
(murmering)
Bless the maker and his water... Bless the coming and going of him, May his passage cleanse the world. May he keep the world for his people.

DUKE LETO
(yelling)
What's that you're saying?

Kynes remains silent. Paul then hears one of the harvester men speak.

HARVESTER MAN #1
Liet.

HARVESTER MAN #2
Shhhhhhhhh.

HARVESTER MAN #3
(to Duke Leto)
You'd be Duke Leto... it's to you we give thanks for our lives.

GURNEY
(sensing the Duke's anger)
Quiet, man, and let the Duke fly his ship.

KYNES
(inner voice — as he studies the Duke)
This man is more concerned over his men than the spice! The threat to men's life has him in a rage. A leader such as this would command fanatic loyalty. He would be difficult to defeat... I must admit... against all better judgement... I like this Duke.

FADE OUT.

126. FADE IN:

INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Duke Leto walks down an empty passageway. There is laughter. He sees some TROOPERS carrying a DRUNKEN SOLDIER. He stops and observes.

DUKE LETO
(whispering to himself)
Spice liquor... we're just not used to this Arrakis... this spice.

127. INT. ELEVATOR - ARAKEEN PALACE - NIGHT

He gets on an elevator and descends several floors.

128. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

He exits into a very narrow passageway, walks down a short distance and KNOCKS on a door.

DUKE LETO (CONT'D)
Paul?

PAUL (V.O.)
Yes?... come in.

129. INT. PAUL'S SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

Duke Leto enters Paul's small windowless room, which is deep underground.

DUKE LETO
(Sits down — studies Paul's face)
Paul... I'm doing a hateful thing but I must...

PAUL
What?

DUKE LETO
The Harkonnens wish to trick me into thinking that your mother is the traitor. They don't know that I'd sooner distrust myself.

PAUL
Or me...

DUKE LETO
Yes... they have to think they've succeeded. It must look real. You're mother must not know.

PAUL
Why tell me? Maybe I'll give it away.

DUKE LETO
Because... if... anything should happen to me... you can tell her the truth — that I never doubted her, not for the smallest instant. I should want her to know this.

PAUL
(fearful)
Nothing's going to happen.

There is a KNOCKING on the door.

DUKE LETO
Yes?

VOICE
An urgent message, My Lord.

Duke Leto opens the door. A SUB-LIEUTENANT stands waiting.

SUB-LIEUTENANT
Duncan Idaho is flying over the shield wall. He carries a message from the Fremen.

DUKE LETO
(to Paul)
I'll be back, son.

130. EXT. LANDING FIELD - ARRAKEEN - NIGHT

Duke Leto walks out onto the landing field. The NIGHT GUARD comes to attention as he passes. He walks way out onto the field toward the shield wall. Descending down the wall into the shadows is a small ornithopter. It finally lands and the Duke is there to meet it. Out climbs DUNCAN IDAHO.

DUKE LETO
Duncan!

The men embrace.

DUNCAN
Sire. It's good to see you.

DUKE LETO
Tell me what is so urgent.

DUNCAN
The Fremen have sent a message to you....

Duncan hands the Duke a rolled message.

DUKE LETO
(reading it)
Have you read this?

DUNCAN
No... I was instructed it was for you and you only.

DUKE LETO
It says a column of smoke by day... a pillar of fire by night.

DUNCAN
A warning.

DUKE LETO
Yes... but... an obscure one at best. How are you making out with the Fremen, Duncan — tell me. Why haven't we heard from you.

DUNCAN
My Lord... I know so little... I suspect so much. I think they are the allies we seek... they are strong, fierce... they do not give their loyalty easily or quickly.... As you know, there has never been a census taken by the Imperium of the Fremen. Many say there are but a few — wandering here and there in the desert.... My Lord, I have no proof... but I suspect an incredible secret has been kept on this planet... that the Fremen exist in vast numbers... vast numbers... and it is they who control this world.

131. INT. AUTOPSY ROOM - ARRAKEEN PALACE - NIGHT

Dr. Yueh is going through an inventory of the people in the Palace on a screen in front of him.

YUEH
Ah... Ah. Duncan is back....

Yueh pushes a button. A man's voice comes over the intercom.

YUEH (CONT'D)
Yes... I wish to see Duncan Idaho for an examination at his earliest convenience.

132. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

DUNCAN
You look tired, My Lord.

DUKE LETO
Yes... I am very tired, Duncan... morally tired. The degeneration of the Great Houses has afflicted me at last, perhaps. And we were such strong people once.

DUNCAN
Our house has not degenerated... and we <u>will</u> prevail.

DUKE LETO
Good old Duncan....

133. INT. - SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Leto returns to Paul's room door. He knocks. No answer. He opens the door.

134. INT. PAUL'S SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

Paul is asleep. Leto goes in and tucks Paul in. He smiles at his son.

DUKE LETO
Sleep well... my son.

135. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Dr. Yueh walks quickly away.

136. INT. PAUL' SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

The Duke smiles at Paul then leaves the room, but after he goes, Paul strains with all his might to lift himself to call out.

PAUL
(struggling painfully)
Father!... father... drugged...

137. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

The Duke walks down the passageway and enters a wider hallway. Down a few doorways he sees a basement kitchen. He finds that he is very hungry.

138. INT. SUB-BASEMENT KITCHEN - ARRAKEEN PALACE - NIGHT

He enters the kitchen and on a metal table he sees several cooked fish left over from a dinner hours ago. In the back of the kitchen is an old COOK who comes to attention as the Duke enters.

DUKE LETO
At ease, my good man... are these Caladan fish?

The old cook smiles a strange, toothless grin and nods. The Duke takes a large piece of the fish up and eats it.

DUKE LETO (CONT'D)
Delicious...

The old cook nods and grins some more. The Duke exits the kitchen. The cook turns off the lights, leaving the dead fish lying in the darkness.

139. INT. SUB-BASEMENT PASSAGEWAY - ARRAKEEN PALACE - NIGHT

The Duke walks down a very narrow passageway. The passageway becomes very dark but up ahead it is lit by very thin neon tubing on the ceiling. As he walks:

DUKE LETO
(inner voice)
Jessica, my dear Jessica. Would that we were somewhere else... anywhere away from this terrible place — alone, the two of us without a care.

He picks up the speed of his walk. Suddenly the Duke hears a strange mewling sound. He turns down an even darker passageway. He can hear the shield whining in the distance. He almost has to feel his way. Up ahead he sees a shape. He bends down and sees the Shadout Mapes dying on the cold stone floor in the darkness. She tries to speak but cannot. She falls dead. Suddenly the Duke HEARS the shield generator start whining down.

DUKE LETO
The Shield!

The Duke reaches to activated his shield but a large dart is shot into his shoulder. The Duke lurches upwards then tumbles to the ground. Out of the darkness comes Dr. Yueh. The dart drops and CLATTERS as in a dream.

DUKE LETO (CONT'D)
(mind racing — struggling)
Yueh!
(inner voice)
He's sabatoged the house generators, we're wide open.

YUEH
The drug on the dart is selective — you can speak but I'd advise against it.

DUKE LETO
(hoarse whisper)
.....Why?

The generator WHINES lower and lower.

YUEH
I wish to kill a man... not you, my dear Duke, but the Baron... I wish more than life itself to kill the Baron... you were dead already... but you will get close to the Baron before you die. You will be tied and drugged but attack can take strange forms. When you see the Baron you will have a new poison gas tooth. He will want you close to him to boast over, to gloat over. One bite into this tooth and a strong exhale...

DUKE LETO
Refuse...

YUEH
No... you mustn't... for in return I will save the life of your Paul and Jessica.

Yueh removes the Duke's signet ring and shows it to him.

YUEH (CONT'D)
For Paul...

He implants the tooth.

YUEH (CONT'D)
Can you feel anything?

Yueh becomes more and more blurred. His image begins to fade all except his purple lips. His lips move in the darkness. The generator WHINE is very low and going lower and lower.

YUEH (CONT'D)
Remember the tooth! Remember the tooth!

140. EXT. LANDING FIELD - ARRAKEEN - NIGHT

The guards see the shield disappearing.

GUARD
The shield is down!

GUARD CAPTAIN
Check the power! The shield is down! Go!

A warning TONE begins. TROOPS begin pouring onto the field. Suddenly a guard sees something.

GUARD
There's something over... what is it?

A red line of fire appears in the sky over the shield wall.

GUARD CAPTAIN
Get that shield up!

141. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Thufir runs down a passageway. A loud warning TONE vibrates.

Gurney comes out of another doorway and his eyes meet Thufir's.

THUFIR
(angry)
Jessica!!

142. EXT. LANDING FIELD - ARRAKEEN - NIGHT

TROOPS race to the space ships, which are now stacked for storage.

GUARD
(as he runs)
There's something happening over...

Suddenly there is an EXPLOSION, then ANOTHER and ANOTHER. The ships are hit. One or two are airbourne but EXPLODE in the sky. There is a deafening ROAR overhead.

143. EXT. PALACE - ARRAKEEN - NIGHT

A thousand Harkonnen ships dive over Arrakeen and the Palace. Giant deep thunderous EXPLOSIONS shatter the land. Billowing smoke clouds column upwards, forming a black wriggling death curtain around the Palace.

144. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

Smoke is everywhere and the horrible SOUNDS of the explosions continue. The SOUND of stone crunching, shifting, and breaking. SCREAMS.

145. INT. JESSICA'S CHAMBER - ARRAKEEN PALACE - NIGHT

Jessica is lying still on the floor, MOANING, her mouth open — her head at an odd angle. She SEES a blurred image and HEARS dull thunder.

JESSICA
(inner voice)
...drugged... Oh dear God... Leto!... It's Yueh... It's Yueh!

146. INT. PAUL'S SUB-BASEMENT ROOM - ARRAKEEN PALACE - NIGHT

Paul is on the floor struggling to stand — he keeps falling over.

PAUL
NO... No... Father...
(inner voice)
... for the father... nothing.

Paul's face hits the floor. All the horrible SOUNDS combine in a ROAR.

FADE OUT.

147. FADE IN:

EXT. PALACE - ARRAKEEN - NIGHT
The twenty palm trees are ablaze like white hot torches. Smoke fills the sky. Searchlights wave through the smoke trying in vain to spot targets.

148. EXT. LANDING FIELD - ARRAKEEN - NIGHT

Harkonnen hammer ships thunder the ground, sending cracks and fissures throughout the landing field.

149. INT. AUTOPSY ROOM - ARRAKEEN PALACE - NIGHT

The distant hammering of the Harkonnen hammer ship. Jessica's eyes open and she sees two big boots but they seem to be floating above the stone floor she is lying on. She is gagged and tied. She looks up. She sees the huge Baron Harkonnen staring down at her. In the distance she HEARS the battle raging.

BARON
The drug was timed. Dr. Yueh has been very valuable to us.... What a pity you must remain gagged. We can't let ourselves be swayed by your witch's Voice, now, can we?

JESSICA
(inner voice)
Leto... where are you? Where is Paul?
How simple to subdue us.

The Baron moves to another corner of the basement, where Jessica sees Paul, likewise bound but not gagged, lying on a stone table. The Baron gently strokes Paul's face.

JESSICA
(inner voice)
NO!... Paul!

BARON
They are alike, this mother and son — dangerous. The training they have had... beyond most people's imaginations. Far too deadly to... play with.

JESSICA
(inner voice)
Leto!

BARON
We were ordered to kill them... so kill them. I leave it in your hands, Piter.

The Baron floats across the room with suspensor-borne lightness.

BARON (CONT'D)
Goodbye, Jessica and goodbye to your sweet son... I want to spit once on your head... that's all... just some spittle on your face — what a luxury.

He spits on her cheek. The Baron floats out of the room into the passageway. Piter snaps his fingers. NEFUD enters.

NEFUD
What are your orders, sir.

PITER
Take them into the desert, as the traitor suggested. The worms will destroy the evidence. Their bodies must never be found.
(whispering to Jessica, rubbing the spittle around on her face with his hand, delicately)
I'd thought of many pleasures I might have had with you. You are perhaps lucky to die in the inards of a worm. I let my desire cloud my reason... that isn't good... that is bad.

Piter, hot and red in the face, leaves hurrying after the Baron. The guards load Paul. Paul is carried out first. As he passes his mother he opens his eyes for a moment. They are bright and clear.

150. EXT. GROUNDS - ARRAKEEN PALACE - NIGHT

Fire and smoke. SCREAMS. An ATREIDES SOLDIER's head is hit with a large white hot piece of explosion. It burns through his head. THREE SOLDIERS run. Behind them large SARDAUKAR chase after through the black smoke. Upon catching the Atreides, the Sardaukar stab them through the body with hydraulic knife-guns. One blade enters the back of one man's head and comes out his nose. Tremendous NOISE of battle. Gurney and a squad of TROOPERS climb through bodies and thick smoke. Small glimpses as the smoke moves this way or that let them see thousands of Sardaukar fighting.

TROOPER
(panting — bleeding)
Who are these fighters? They can't be Harkonnen.

GURNEY
They aren't — these are the Emperor's <u>own</u> Sardaukar!

TROOPER
Sardaukar!

GURNEY
This runs deeper than any of us imagined...
(under his breath)
She's brought us down to this.
(he suddenly yells very loud)
LONG LIVE DUKE LETO!

A CRY from the men rings out and they attack with frenzy equalling that of the Sardaukar.

151. EXT. LANDING FIELD - ARRAKEEN - NIGHT

The smoke is extemely thick and the SOUNDS are deafening. Paul and Jessica are loaded into a 'thopter.

152. EXT. ORNITHOPTER - ARRAKEEN - NIGHT

They are flown off through the smoke and fire towards the shield wall.

153. INT. SMALL 'THOPTER - ARRAKEEN - NIGHT

Duncan is just coming to, having been drugged by Yueh. He looks around at the wall of smoke. He notices a small blinking light on the console. He pushes a button. Yueh's voice is HEARD.

YUEH'S STRANGE FORLORN RECORDED VOICE
Duncan... Dr. Yueh... House Atreides is dead... So am I... Paul and Jessica still live. Take this 'thopter to the other side of the shield wall... save them... save yourself... I speak to you from the dark fires of hell.

Duncan slams the starter and is instantly airbourne and flying off into the smoke and SCREAMS.

154. EXT. GROUNDS - ARRAKEEN PALACE - NIGHT

Gurney and his men are running. SARDAUKAR by the hundreds are chasing them. They run across a field of dead and dying BODIES. A large palm falls into a pile of dead Atreides. Their hair is instantly burned off and the dead bald bodies twitch and gyrate because of the heat.

155. INT. ORNITHOPTER - NIGHT

Jessica and Paul, bound by cabin straps, lie in the back, the two guards at the controls. They are flying over the Shield Wall, 'thopters and ships flying past them toward the city. The cockpit is dimly illuminated by distant fires and explosions. Jessica can see Yueh's triangular tattoo scratched in the cabin roof.

GUARD #1
I'd like to have some fun before we kill her.

GUARD #2
(laughing)
Of course... what did you think?

Jessica looks to Paul.

PAUL
If you touch my mother...

JESSICA
(inner voice)
He's trying to use The Voice... Oh My God... the Reverend Mother said The Voice could save him. If only he'd had more time with it...

GUARD#1
Did you hear some noise from the little one?

GUARD#2
I didn't hear anything.

He turns and kicks Paul in the head. Paul recovers and starts taking long, calming breaths.

JESSICA
(inner voice)
The calming exercise.

156. EXT. ORNITHOPTER - DESERT - NIGHT

The 'thopter sets down in the sand.

157. INT. ORNITHOPTER - NIGHT

Paul clears his throat. Guard #1 reaches around and puts his hand up Jessica's skirt. He starts breathing hard.

PAUL
(using the voice)
Remove her gag!

JESSICA
(inner voice)
Excellent!

Guard #1 finds himself removing Jessicas gag. Guard #2 seems powerless to stop him. Once it's off, Jessica smiles seductively and writhes on the 'thopter floor.

JESSICA (CONT'D)
(The Voice)
Gentlemen there's no need to fight over me.

The two men stare at one another a moment. Then Guard #1's hand, glinting silver, flashes into Guard #2's chest, killing him. Guard #1 pulls the knife out, smiling.

GUARD #1
Now?

JESSICA
(The Voice)
Almost. First cut my son's bonds.

Guard #1 slowly cuts Paul's big straps, never taking his eyes off Jessica.

JESSICA (CONT'D)
(The Voice)
That's it. And when you're done...

The blade cuts through the strap holding Paul's legs. Paul kicks upwards extremely powerfully and his foot breaks through the man's chest cavity and drives his heart up into his head spewing blood out the man's mouth nose and eyes. Paul cuts through his mother's bonds.They jump outside.

158. EXT. ORNITHOPTER - DESERT - NIGHT

JESSICA
(pointing — quickly)
Yueh's sign.... There's a satchel under the seat left by him... I felt it.
(starting to cry)
A million deaths are not enough for Yueh...

PAUL
(picking up the sachel)
Hurry... Run.... these men will have watchers!
(inner voice) (reacting to his mother's tears)
Where are my feelings... I feel for no one...

159. EXT. PALACE - ARRAKEEN - NIGHT

FIRE and SMOKE.

160. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

The BARON'S FACE, the light of FIRE and EXPLOSIONS playing over it. The Baron turns as Piter ushers in the traitor Yueh

BARON
(yelling)
Keep him back from me!!
(to Yueh now - quietly)
You wish now to join your wife, is that it, traitor?

A sudden flash of hope crosses Yueh's face.

YUEH
Then she lives?

The Baron smiles, almost sympathetically.

BARON
You wish to join her... Join her, then.

Piter moves to Yueh, a knife glistening in his hand. It flashes into his back. A GASP escapes Yueh's throat, a sad look passing over his face, as if to say: "I thought as much." As he stands swaying stiffly, he begins to gasp out some words.

YUEH
You... think... you... have defeated me...
You... think I didn't know... what I bought... for my wife.

He falls and dies.

BARON
Take him away from me and bring in Duke Leto.

Piter exits. The sound of TORTUOUS CRIES coming from the hall. Piter re-enters with the Duke, a dazed, almost insane look in his eyes.

BARON
Duke Leto Atreides. Someone's torn the insignia off your uniform. Such carelessness.

Leto shows no sign that he has heard.

PITER
The Duke seems a little dazed. It's been an eventful day.

LETO'S POV

The Baron and his Mentat are only DIM FARAWAY SHAPES. Their voices reach Leto as if travelling across a great distance.

The Baron looks to Leto, and then moves to him, looking him over.

BARON
Where is the ducal signet ring? I must have his ring.

PITER
The ring... I... he was brought to us as is, Baron. I...

BARON
You killed the doctor too soon, you fool!

DUKE LETO
(inner voice)
The doctor... Yueh... Yueh... dead... what did he say... Paul and Jessica safe... the tooth... yes the tooth!

PITER
He's coming round, Baron.

The Baron moves from behind a table stacked with dirty dishes and foodstuffs and goes to Leto.

DUKE LETO
Wait... wait... he must be near...

BARON
Where is your ring?

The Baron's face is now very CLOSE to Duke Leto's.

BARON (CONT'D)
You do not answer!

DUKE LETO
(inner voice)
A... little... closer...

DUKE LETO
The... water... of my life... for Paul.

The Baron briefly wonders at these words and then turns to Piter.

BARON
Piter! What did he say?

Piter moves forward. The Baron sees a suculent piece of chicken skin on the table.

LETO'S POV

It's grown HAZY again. The Baron is beginning to move away, reaching for the small piece of chicken skin. Piter leans close to Leto.

DUKE LETO
(inner voice)
Now!

WE hear a CRUNCH, hear a tumultuous RUSHING SOUND as Piter's face is pushed forcibly away. The Baron is turning, a dumbfounded look on his face.

There is a tremendous ROARING. Bits of visions of Caladan rush through Leto's ever darkening consciousness —

MENTAL IMAGES:

M 160-1 JESSICA SMILING

M 160-2 PAUL

M 160-3 WATER

M 160-4 THE ATREIDES BANNER, the green of it, then the black. The blackness flaps; then all fades to silence.

161. EXT. THE SHIELD WALL - DESERT - NIGHT

Paul and Jessica running along the base of the Shield Wall. Suddenly, Jessica stops and rests her head and places her clenched fists against the huge rock.

JESSICA
(crying out to the night with tremendous premonition and fear.)
Leto! Leto!

Tears course down her cheeks as Paul returns to her, urging her on.

JESSICA (CONT'D)
(to Paul)
He's dead! He's dead...

PAUL
I know. Come on!...
(inner voice)
I have NO FEELINGS!! — only emptiness —
Why?

CUT TO:

162. INT. OBSERVATION ROOM - ARRAKEEN PALACE - NIGHT

Duke Leto and Piter lie dead and bloated.

163. INT. PASSAGEWAY - ARRAKEEN PALACE - NIGHT

The Baron is slumped outside his hidden door. He is PANTING and GASPING. Between his fingers he still holds the chicken skin.

BARON
(gasping)
Am I alive? Am I alive?

Nefud rushes up to him, a look of astonishment on his dull face. The Baron sees him and begins to GIGGLE repulsively with a gleeful relief. He kisses the chicken skin and chews it up.

BARON (CONT'D)
I'm alive! I'm alive! Nefud, I'm alive!

164. EXT. SHIELD WALL - DESERT - NIGHT

Paul and Jessica running. Paul pulls Jessica to a place in the wall where a small overhang offers shelter. Jessica falls to the ground. She CRIES, pouring out her grief, but soon the sound of it is carried away by the building rush of WIND. Paul turns and looks out to the open desert, this portion of which is a DUST OCEAN.

PAUL'S POV: Ripples of DUST undulate tide-like in the LIGHT of the MOON. The WHISPERING grains billow up like the foam of waves as they hit the Shield Wall.

Paul turns, his face illuminated by the moon above. His face becomes enveloped in a HAZE, as if the light of the moon were congealing around it. Inside the light, Paul's eyes are closed — straining.

CUT TO:

MENTAL IMAGES:

M 164-1 Dark folds of skin. The skin moves and stretches. The SOUND is a moist stretching.
Suddenly the skin stretches very tight and rips open, exposing an eye burning brightly — almost white hot.
The picture burns to white.
The white turns into giant flames which roar.

M 164-2 We see the burning Palace of Arrakeen. We move close to it.

M 164-3 We then see Duke Leto's face. The Baron leans over and with his fat hand he clutches the skin on the Duke's face and begins pulling it.
It slowly rips open — making a hideous tearing SOUND.
Black smoke issues forth from the hole which tears larger.

M 164-4 Inside and through the smoke is more fire. The fire burns brighter and in the brightness the eye watches.
The picture burns to white.
The brightness turns to red hot.

M 164-5 Then the burning red becomes a meteor which ROARS over the castle on Caladan.
The meteor crashes in the black sea.

M 164-6 Foaming confusion turning into a small, twisting fetus under the sea.
Its eyes closed. Moving close to it, its eyes snap open.
Through the eyes is the pale white face of Jessica.

M 164-7 Through her eyes is the burning white hot eye of Paul — watching again. White light fading down...

164. CONT'D BACK TO SCENE - EXT. SHIELD WALL - DESERT - NIGHT

...and back to Paul.

PAUL
(inner voice)
I have another kind of sight. I see another terrain.

Paul looks down. We follow to his clenched hand. It opens, revealing the signet ring.

Paul looks upward to the moon of Arrakis. He looks back to the ring. Seeing the ring, Jessica lets out a woeful sigh.

JESSICA
What terrible things we do to those we love.

PAUL
Listen to me!... you and the Reverend Mother wanted to know about my dreams... well I've just had a waking dream... do you know why?...

JESSICA
Calm yourself.

PAUL
The Spice! It's in everything here. the air, the soil, the food... It's like the truthsayer drug... It's a poison!!!! You and the spice... You knew the spice would change me, it changes everyone. But, thanks to you and your teachings its changed my consciousness. It's not in the unconscious to be blocked out... I can see it... I can see it.

JESSICA
(inner voice)
Is he....?

PAUL
I will tell you a thing so you will know... You carry my unborn sister in your womb! She will be born here on Arrakis and will be known as St. Alia of the Knife.

JESSICA
(inner voice)
He does know...

PAUL
You and your Bene Gesserit Sisterhood... I'm not your Kwisatz Haderach... I'm not your deliverer! I am something different, something unexpected! I am so much more... You don't begin to know me...
(inner voice)
I'm a seed.
(out loud)
I'm an aberration! And I curse the day you ever awakened the awful thing I am that was sleeping deep inside me!

A strange, forlorn feeling inside him begins to make him tremble.

CU Paul. He closes his eyes. He sees back in time to...

165 EXT. CLIFF WALL - CALADAN - NIGHT

...his father on the cliff above the night sea of Caladan.

166. EXT. SHIELD WALL - DESERT - NIGHT

Paul's eyes open and lock to the moon. The trembling increases, invades his entire frame.

PAUL
(screams with all his being)
FATHER!!!!! THE SLEEPER HAS AWAKENED!!

His head goes down. He places the ring on his finger. He kisses the seal as he had seen his father do so many times before.

PAUL (CONT'D)
Now... now, my father, I can cry for you.

His head comes up INTO THE LIGHT of the moon, crying, tears coursing down his cheeks.

FADE OUT.

FADE IN:

167. EXT. THE SHIELD WALL - DESERT - NIGHT

Later: the moon has moved further across the sky. The second moon is rising. Jessica sits motionless staring at Paul, who stares out at the desert beyond. Paul watches and listens. Through the wind he can HEAR the moon, he can HEAR an insect crawl over grains of sand. He can HEAR sand shift and sand fall and he can HEAR his own body living.

Lying open beside him is the Fremkit Dr. Yueh left for them. Glowing in green light letters are some words: literjons, stilltent, energycaps, makerhooks, thumpers, filt-plugs.

Suddenly Paul turns and studies his mother. A stronger WIND comes up, blowing over the dark dust ocean.

PAUL
We have entered the time when all will turn against us and seek our lives...

Paul turns, in the distance he HEARS a 'thopter.

168. EXT. SMALL 'THOPTER - DESERT - NIGHT

The 'thopter comes into view and it's flying low over the desert.

169. EXT. SHIELD WALL - DESERT - NIGHT

JESSICA
Harkonnens!

PAUL
No... it's Duncan...
(a small smile)
...who else has that style... he's being pursued.

JESSICA
(inner voice)
Hurry, Duncan.

170. EXT. SMALL 'THOPTER - DESERT - NIGHT

A huge Harkonnen lasgun ship is following behind Duncan. It is sweeping the desert below with a powerful death RAY.

171. EXT. SHIELD WALL - DESERT - NIGHT

As Duncan gets closer, Paul reaches into the Fremkit and gets a small flare and shoots it out low for him to see. The WIND takes the flare and BLOWS it into a spiraling corkscrew shape.

PAUL
Come... hurry.

172. EXT. SMALL 'THOPTER - DESERT - NIGHT

Duncan's small 'thopter lands once quite far away then lifts off and lands closer, quickly rocking sideways down the side of a dune.

173. EXT. SHIELD WALL - DESERT - NIGHT

Duncan climbs out, his eyes searching. He sees Paul and Jessica running through the darkness toward him. His face breaks into a relieved grin.

PAUL
Duncan!...

Duncan kneels and grasps Paul's hand with the ducal ring.

DUNCAN
Sire!... My Lady!

PAUL
Rise... Duncan.

JESSICA
(inner voice)
Yes... He is Duke now...

PAUL
Duncan I'm so glad you're alive... we've got to hurry... that ship is killing everything that moves.

DUNCAN
I've a surprise in store for it... I planted a shield...

PAUL
I saw you touch down... sub-atomic fusion...

DUNCAN
It will make them think twice about using lasguns on us... they don't think anyone uses shields in the desert.

JESSICA
As soon as the beam hits your shield?

DUNCAN
Yes...

PAUL
Duncan... Is it bad? Very bad?

DUNCAN
My Lord... five legions of Sardaukar... they've had superb intelligence.. from the traitor Yueh... may he burn in hell's fire.

PAUL
We underestimated our enemy... a fatal mistake...
(points to the ship)
It's close, take cover.

The big lasbeam continues to SWEEP the desert floor, burning as it goes. The sound grows louder and louder. Paul, Jessica, and Duncan crouch down behind a dune. Paul peers over the top. The ship is now very close, its beam sweeping very close to where Duncan planted his body shield the first time he touched down.

PAUL (CONT'D)
(ducking down)
NOW!

The entire sky goes WHITE hot for an instant and there is a tremendous explosion, implosion, which ECHOES again and again off the shield wall. Paul and Duncan smile at each other. The ground shakes and rocks begin to cascade off the shield wall tumbling toward them. Paul turns and out of the black night comes huge boulders hurtling at tremendous speeds.

PAUL (CONT'D)
Watch out!

Just as he yells, a boulder hits Duncan and crushes his head off. The boulder hurtles onward and tears off part of the ornithopter wing. The rumbling of the explosion continues. The Harkonnen lasgun ship had exploded the instant its beam hit the shield. Now pieces of the Harkonnen ship are raining down everywhere.

PAUL (CONT'D)
Duncan!...

JESSICA
(inner voice)
Oh Duncan! Duncan!

174. EXT. HARKONNEN SHIPS - NIGHT

Three Harkonnen ships suddenly appear over the shield wall, and they dive toward Paul and Jessica.

175. EXT. SHIELD WALL - DESERT - NIGHT

Paul looks up... sees them.

PAUL
(screams)
Run!...

176. INT. SMALL 'THOPTER - DESERT - NIGHT

Paul scrambles into the 'thopter Duncan brought and fires it up. Jessica climbs in and Paul pulls hard on a control and the 'thopter soars upwards and zooms out over the desert.

JESSICA
(turning back — seeing the Harkonnen ships following)
Hurry!

PAUL
This ship was damaged but it's fast...

JESSICA
There's a storm ahead — can we lose them in that?

PAUL
Storms!... Here on Arrakis storms are not like those on Caladan... sand blowing at tremendous speeds. The sand becomes the enemy.

Paul turns back to look — the Harkonnens are gaining.

PAUL (CONT'D)
Although, I don't see that we have a choice.

The 'thopter gains altitude. A whistling WHINE of the storm grows louder. Sand begins to pelt the 'thopter. Giant clusters of LIGHTNING are igniting constantly inside the clouds of black dust and sand.

177. EXT. SMALL 'THOPTER - STORM - NIGHT

The tiny 'thopter enters these clouds and directly behind come the Harkonnens. The Harkonnens fire their rockets but Paul has disappeared into the storm.

178. INT. SMALL 'THOPTER - STORM - NIGHT

The storm lifts the 'thopter higher and Paul pulls on the lever in front of him fighting the tremendous winds.

179. EXT. HARKONNEN SHIPS - STORM - NIGHT

As the Harkonnens enter the storm a huge force of sand swirls downwards causing two of the ships to dive to destruction in the dunes below.

180. INT. SMALL 'THOPTER - STORM - NIGHT

Warning LIGHTS and TONES in Paul's 'thopter are going off.

181. EXT. SMALL 'THOPTER - STORM - NIGHT

Sand is tearing at the outer skin. The 'thopter is vibrating and shaking.

182. INT. SMALL 'THOPTER - STORM - NIGHT

Paul is fighting for control.

183. EXT. HARKONNEN SHIPS - STORM - NIGHT

The Harkonnen ship is gaining and it fires another rocket, which narrowly misses Paul and Jessica.

184. INT. SMALL 'THOPTER - STORM - NIGHT

PAUL
(yelling)
Duncan was right... bless him... they aren't using lasguns anymore.

185. EXT. HARKONNEN SHIPS - STORM - NIGHT

Suddenly an expanding current of howling sand flips the Harkonnen 'thopter onto its back. The craft begins to cartwheel madly then disintegrates, becoming part of the storm.

186. EXT. SMALL THOPTER - STORM - NIGHT

The current has created a partial vacuum and is sucking Paul and Jessica into the center of the storm where a solid funnel of sand swirls wildly upwards.

187. INT. SMALL 'THOPTER - STORM - NIGHT

Paul is barely able to hold the lever. The ship shakes violently.

JESSICA
Hold on... we can't go into that or we'll be killed... get away!

Paul tries, but the storm is so powerful that fighting it is worse than going with it. Suddenly Paul realizes this.

PAUL
You're wrong...

He turns off all power and lets go of the stick.

PAUL (CONT'D)
Let the storm take us.

JESSICA
NO!!!!

They are whipped suddenly into the swirling, towering twister of sand, which sucks them upwards like a spinning rocket. Around and around they spin going higher and higher. Rotating fury, smashing them against the sides of the ship.

JESSICA
(inner voice)
Yes... he was right... the path of least resistance.

The metal wings are SCREAMING as they rise and the ROAR of the storm's center is deafening. They SEE the seemingly solid walls of sand around them twisting downward like a towering corkscrew, the bottom thousands of feet below.

The sand around them begins to thin out and suddenly there is only a high whispering HISS and they are out, up above the storm.

188. EXT. SMALL 'THOPTER - NIGHT

The sky is clear and suffused with stars. The 'thopter circles a few times. The current still holds them.

189. INT. SMALL 'THOPTER - NIGHT

Paul turns to Jessica. She covers his hand with hers. He punches the power back on and the 'thopter glides away.

190. EXT. GROUNDS - ARRAKEEN PALACE — NIGHT

SARDAUKAR are marching through smoke and fire and countless dead and dying BODIES killing the wounded with fire or hand weapons.

191. EXT. PALACE - ARRAKEEN - NIGHT

Many ships fly in the sky and many LIGHTS still weave to and fro in the smoke. The palms are burned black but continue to smoke.

192. EXT. LANDING FIELD - ARRAKEEN - NIGHT

RABBAN strides in front of his uncle's ship. Harkonnen and Sardaukar SOLDIERS stand at attention. In front of the troops stands Dr. Keynes, who is dazed and covered with blood. Rabban steps up to Keynes and tears off his stillsuit. Keynes falls.

RABBAN
Take him into the desert.

Rabban steps up the ramp. He wears a large smile. His thick head sweats and the sweat runs down his thick neck.

193. INT. HARKONNEN SHIP - NIGHT

He enters the ship and moves down within to the Baron's quarters.

194. INT. BARON'S QUARTERS - HARKONNEN SHIP - NIGHT

As he enters, the Baron turns toward him and away from the two nude young drugged boys on his loveseat.

BARON
(very excited)
Rabban!!... we're knee deep in Atreides blood! We've gutted them.

RABBAN
It was good.

The Baron crosses to Rabban and begins lovingly massaging Rabban's massive neck as he speaks to him.

BARON
Rabban... I place you in charge of Arrakis. It's yours to squeeze, as I promised. And Rabban I want you to squeeze and squeeze hard. Give me spice! Think of the waste here on Arrakis as what they are — slaves envious of their masters and waiting only for the opportunity to rebel. You must not show the slightest pity or mercy. Drive them into utter submission... as only you can... Never stop!

RABBAN
Yes, my Lord Baron!!

BARON
(releasing him)
Go... Show no mercy!

RABBAN
Yes, my Lord Baron.

Rabban leaves....

BARON
(inner voice)
And when you've crushed these people enough I'll send in my beautiful Feyd... they'll cheer him as a rescuer... lovely Feyd... really a lovely boy.

195. INT. HARKONNEN SHIP - NIGHT

As Rabban leaves, he looks into one room of the ship. Behind the glass porthole sits Thufir Hawat bound head and foot, his eyes darting this way and that.

FADE OUT.

FADE IN:

196. EXT. DEEP DESERT - NIGHT

Paul and Jessica are in the middle of vast sand dunes lit by two moons. The 'thopter (still HUMMING softly) sits at an angle beside them. They are struggling with getting some equipment out of the 'thopter.

PAUL
We have to get away from this 'thopter and to rock... there...
(He points to a large black outcropping quite far away)
immediately.... A worm is surely on its way.

JESSICA
Where are we?

PAUL
South.... Deep in the Great Desert. Are you alright?... How do you feel?

JESSICA
(sensing his meaning)
Your sister won't be born for several months.... I feel physically adequate.

PAUL
Drink the water in your stillsuit... the best place to conserve your water is in your body... If I plant a thumper here it may distract a worm while we cross... and... if we make only <u>natural</u> sounds we won't attract worms...

JESSICA
I'm ready...
(inner voice)
(as Paul leaves to light the thumper)
...the night is a tunnel... a hole into tomorrow... if we're to have a tomorrow...

PAUL
(returning)
Remember... walk without rythm and the worm will come here to the thumper.

Paul and Jessica begin the uneven walking up and down the dunes. The distant rock seems to grow no larger. Their muscles begin to ache. Suddenly they start to HEAR the thumper start behind them.

PAUL (CONT'D)
Keep going...

197. EXT. DEEP DESERT - NIGHT

Their breathing becomes very labored. The sand moves like slow water, forever rolling down and up. Sand spills look like water. Jessica remembers Leto and Caladan and a MOAN of grief escapes her. Then they hear the worm. The low thundering HISS shaking the tonnage of sand and rock.

PAUL
Faster!!

JESSICA
(screaming)
It's deafening!

Their bodies ache and they feel like dropping yet the cliff is still a good distance away.

198. EXT. DEEP DESERT - NIGHT

The worm SOUND grows louder and Paul turns to look. The worm is now coming toward them. The mound of sand over the worm is enormous and is approaching at a terrifyingly fast speed. The power of this worm is awesome.

PAUL
(screaming)
Run!... we have to run!

JESSICA
I can't... I can't.

She turns to see. Then she runs. All at once their feet tramp down on firmer sand. The SOUND is very loud.

PAUL
Drum sand!

The DRUMMING sound ECHOES deep within the ground. Jessica falls. Paul stops and drags her up. They run again. The worm sound becomes unbearably loud. Static electricity SPARKS giant bolts of pure white LIGHTNING and the air turns to ozone. Finally they find rock. Behind them the SOUND of the worm changes. They turn.

199. EXT. DEEP DESERT - NIGHT

The gigantic head of the worm is just breaking through the sand. The mouth begins to open in an eighty-foot circle of teeth and darkness. The mouth arches forward searching for them.

200. EXT. BASE OF THE CLIFF - DEEP DESERT - NIGHT

Paul and Jessica climb up and up inside a narrow slit of rock. The worm's mouth climbs higher also but it cannot penetrate the narrow opening in the rock.

201. EXT. ROCK CLIFF - NIGHT

Paul and Jessica have scrambled upwards a couple of hundred feet. Still the worm stretches up to them. Suddenly the worm begins BANGING on the rock. Huge SHUDDERS drive through the black stone. Over and over again the worm mindlessly hits at the rock. Paul and Jessica crouch further back in the tiny passageway of safety but a solid back wall of rock prevents them from moving back any more. The breath from the worm is like a hurricane of wind.

PAUL
(inner voice)
Cinnamon... the spice!
(out loud)
Do you smell it?

JESSICA
Yes...

202. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Suddenly a collosal section of the rock wall cracks and topples off into the worm's mouth. Instantly the worm pulls back. A huge FIRE roars deep within the worm consuming the rock. The worm now can get even closer to Paul and Jessica. It looms up again and crushes its mouth up against the rock. Another fissure opens, and suddenly half the rock wall protecting them splits off entirely and falls against the worm.

203. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Paul is knocked off the cliff and falls straight down two hundred feet. His feet skid along the face of rock. He bounces and brakes. He hits and jumps. He careens from one boulder, flies upside down, rights himself then tumbles and skids into the sand. Unhurt he jumps up and scrambles up another part of the rock to safety.

204. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Up above, Jessica takes a big sigh of relief as she sees that Paul is all right. She presses against the narrow ledge that is left after the worm assault.

205. EXT. BASE OF THE CLIFF - DEEP DESERT - NIGHT

The worm is just coming up again when distant THUMPING is heard. The worm, as if charmed by the sound, turns and moves off towards it.

PAUL
(inner voice)
A thumper.

206. EXT. ROCK CLIFF - DEEP DESERT - NIGHT

Jessica climbs further up and manages to get over to a place where she can meet up with Paul who has now climbed back.

JESSICA
Paul!!... here!

PAUL
Are you... alright?

JESSICA
Yes.... What happened?... Why did it leave?

PAUL
(breathing heavily)
In the distance... someone started a thumper.... We're not alone out here.
(pointing)
Those poles — there are more of them over there — leading upwards... let's follow them. They mark the way up the cliff.

They climb upwards until the ledge ends at the mouth of a dark crevice. Paul and Jessica try to see into the inky black hole.

207. EXT. CREVICE - DEEP DESERT - NIGHT

Slowly Paul enters, inching forward. A low moan of WIND comes up. He can see nothing, then suddenly he SEES stars above and SEES the hint of stairs cut into the rock. Jessica follows. She too SEES the stairway.

JESSICA
(whispering)
Man-carved steps.

PAUL
(whispering)
Yes...

208. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

They climb the steps and enter an extremly narrow dark channel of stone. As they make their way they SEE at the end that the channel opens out into small moonlit basin, filled with small bushes, cacti, and tiny clumps of leaves. Around the basin are more rock walls. Paul sees a tiny mouse hopping away.

PAUL
(spellbound)
What a beautiful place. This must be a Fremen place... I wonder where they are?

Before Jessica can answer.

A VOICE
Most intruders regret finding the Fremen.

Paul turns and moves one step.

A VOICE (CONT'D)
Please do not run, intruders.

JESSICA
(inner voice)
A whole troop!...Such stealth! I didn't hear them.

A VOICE
Time wasted...Get their water, Stilgar.

PAUL
(inner voice)
They mean to kill us.

STILGAR
Perhaps these are the ones Mapes told us about.

JAMIS (V.O.)
We haven't time for a test.

STILGAR
Yet he could be the Lisan al-Gaib.

JAMIS (V.O.)
But the water fat woman....She cannot live with the desert.

STILGAR
Be quiet, Jamis.

JAMIS (V.O.)
We cannot stay out...

STILGAR
(interrupting)
I will not tell you again, Jamis, to be quiet.
(to Jessica)
Are you trained in the ways of the desert?

JESSICA
No, but many consider my training valuable.
(inner voice)
I have him registered now...also the voice up there...it has death in it.

STILGAR
I will take the boy-man...he shall have sanctuary in my tribe...

A LOW NOTE on a dip stick is blown by one of the Fremen tribe.

Jessica shifts, Paul sees it, and just as Stilgar begins a reach for his weapon, Jessica turns, slashes out, utters a SOUND, whirls again and with rock behind her holds Stilgar helpless in front of her — her hand at his throat. Paul moves on her first move. He races up a rocky incline and cripples Jamis and takes his weapon away.

209. EXT. CLIFF - FREMEN PLACE - DEEP DESERT - NIGHT

He then jumps higher up and presses himself between two rocks on a low cliff overlooking the rest of the Fremen troop.

210. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

The troop starts shooting projectile weapons in Paul's direction.

STILGAR
Stop! Get back!! She'll break my neck. She has the weirding way. Why didn't you tell us! Great Gods...if you can do this to the strongest of us you're worth ten times your weight of water.

JESSICA
(inner voice)
Now the test of reason...
(out loud)
You ask after the Lisan al-Gaib....

STILGAR
You could be the ones of the legend...it needs much testing...but as a leader of my people I give you the bond of my word; teach us this weirding way and you both shall have sanctuary with us as long as you wish. Your water shall mingle with our water.

JESSICA
Then I will teach you my way of battle....you have the word bond of a Bene Gesserit.

A VOICE
It is the legend!

JESSICA
(inner voice)
The Missionaria Protectiva must have been good....These Fremen are beautifully prepared to believe in us.

STILGAR
(studying Jessica)
We must go now....
(calling to Paul)
You there, you can come down now.
(turning back to Jessica)
He made much noise climbing up there....He has much to learn lest he endanger us all.

JESSICA
No doubt we have much to teach each other. Meanwhile, you'd better see to your companion over there. My noisy son was a bit rough in disarming him.

STILGAR
(whirling)
Where??

JESSICA
Beyond those bushes.

STILGAR
(to two other Fremen)
See to it...
(back to Jessica)
Even your son knows the weirding way!

JESSICA
And you'll notice my son hasn't stirred from up there as you ordered.

The two Fremen bring Jamis, the Fremen whom Paul injured. Jamis is stumbling and gasping between them.

STILGAR
(amazed at Jamis' condition)
(then to Jessica)
He also knows good discipline.

JESSICA
Paul, come down now.

211. EXT. CLIFF - FREMEN PLACE - DEEP DESERT - NIGHT

Up on the rock, Paul turns. He takes a step, then notices a small figure standing in front of him. It is a girl.

CHANI
I am Chani, daughter of Liet....I would not have permitted you to harm my tribe.

PAUL
(inner voice)
From my dream... so beautiful. Liet.... Is this Kynes' daughter?

Paul stares at her in wonder.

CHANI
You were very noisy. Follow me. I'll show you an easier way down.

They climb to the bottom with the others.

212. EXT. FREMEN PLACE - DEEP DESERT - NIGHT

JAMIS
(hate)
He surprised me...It was an accident...I invoke the amtal rule!

JESSICA
(inner voice)
The man with death in his voice. He means to have single combat with Paul!
(out loud)
You cannot do this thing. If you harm my son...
(using The Voice)
You will answer to me, then...I will teach you agony...

Jamis covers his ears as soon as he begins to feel her words, his face shows pain.

JAMIS
(pain)
She's putting on a spell...I invoke... the... silence on...her.

STILGAR
(to Jessica)
NO!! Stop. The amtal rule is a challenge which must be met by your son alone — in normal combat. If you speak again we'll know it's your witchcraft and you'll be forfeit... but Jamis...you force this fight...these people have my countenance...if you should win I will cut you down.

Jessica is pulled away tenderly by some of the Fremen. Chani comes up very close to Paul.

PAUL
(quietly to Chani)
No shields... I'm used to shield fighting...

CHANI
(whispering)
Take my crysknife...Jamis turns to the right with his knife after a parry...and watch for a knife switch.

Paul is suddenly moved forward and a ring of Fremen surrounds him. Jamis unsheathes his crysknife.

JAMIS
May thy knife chip and shatter!

They begin circling each other.

PAUL
(inner voice)
Fear is the mind killer...the little death...

JAMIS
I'll sheath my knife in your blood.

Jamis leaps. Paul easily evades him. Jamis attacks again and Paul stabs, but too slowly because of his shield training. Jamis turns and springs trying to surprise Paul, but again Paul easily outmaneuvers him but is too slow on his attack.

On the next attack, Paul cuts Jamis' hand and Jamis begins to show fear.

JESSICA
(inner voice)
He's never killed a man like this.

The two circle slowly. Suddenly Jamis can wait no longer. He leaps high, strikes down with his right hand but the knife has been expertly shifted to his left hand. Paul shifts beautifully and switches his knife hand. He plunges his knife deep into Jamis chest as Jamis comes down for him. Jamis continues down and crumbles dead on the floor.

Suddenly several of the Fremen rush forward and surround Jamis' body, cover it and whisk it away. Jessica studies Paul. She sees the excitement in him, in Chani and the others.

JESSICA
(inner voice)
He must not grow to enjoy such a victory.

She moves to Paul.

JESSICA (CONT'D)
Well, how does it feel to be a killer?

Paul stands, stunned by his mother's words. He really just then realizes what he has done. Tears begin to fall from his eyes. The Fremen are amazed. They move to Paul and he at first backs away, but then lets them touch his eyes and face with their fingers.

FREMEN
(whispering)
He gives water to the dead.

JESSICA
(To everyone)
He has never before killed a man in a fight like this.

They stare in disbelief.

STILGAR
I respect you. You have a place with us. You need a troop name now. You have strength... real strength...You shall be known as Usul, which is the strength of the base of the pillar. This is your secret name. Now you must choose your name of manhood which we will call you openly.

PAUL
(thinking)
What do you call the little mouse which hops?

Several Fremen laugh.

STILGAR
We call that one Muad'dib.

PAUL
I am Atreides. It's not right that I give up entirely the name my father gave me...Could I be known as Paul Muad'dib?

STILGAR
You are Paul Muad'dib, and your mother shall be a Sayyadina among us.... We welcome you.

213. INT. STAIRCASE - GEIDI PRIME - DAY

The Baron and Feyd descend several steps into a darker area of Geidi Prime. Feyd is carrying a strange creature in a small wire cage. The Baron is floating as he descends.

BARON
I have him believing that Paul and Jessica still live.... He'll do <u>anything</u> for me if I will help him get his revenge on the witch. I believe he will just do <u>anything</u>!... and he <u>is</u>, even though he's aging, one of the finest Mentats in the Universe... and he's mine, Feyd... all mine.... Quiet now.

FEYD
I will.

214. INT. BASEMENT ROOM - GEIDI PRIME - DAY

BARON
Very quiet... He's here.... Thufir?... Thufir? There you are. We've brought you something. Here is a little cat, Thufir. You must care for this small animal if you wish to live... if you wish to live and get your revenge on the witch Jessica who betrayed you. A poison has been introduced into your system, Thufir Hawat. By milking this smooth little cat body you receive your antidote... milking it will be fun for you... it must be done each day... Also, you must do some work for me if you wish me to assist you. You know I lost Piter, my dear Mentat...

CUT TO:

215. EXT. DESERT - DAY

Dr. Kynes is dying. His body is blistering and filled with sores. HEAT WAVES. Dr. Kynes is mumbling with a mouth filled with a swollen dried yellow tongue.

KYNES
No... not here.... I sense a pre-spice mass.... My God... I've got to move.... It is!! A pre-spice mass right below me...

Dr. Kynes collapses. His face hits the sand. His eyes roll back.

KYNES (CONT'D)
Soon the captured water below me will explode... new trout... new worms.... I know the secret.... The worm is the spice.... The spice is the worm.

With a deafening ROAR the bubble explodes into a huge cloud of spice dust. Kynes is killed instantly and disappears from the face of Arrakis; however, several little sand trout scamper around, then they burrow below the sand.

216. EXT. DEEP DESERT — DUSK

HEAT WAVES and sand dunes. Dark sky; the sun sets and a WIND comes up. The troop of Fremen marches along. Paul watches two Fremen carry the wrapped body of Jamis.

DISSOLVE TO:

217. EXT. ROCK OUTCROPPING - DEEP DESERT — DUSK

with the desert in the distance. The Fremen troop climbs higher and higher to a secret doorway, this one very large and intricate.

STILGAR
(to Paul and Jessica)
Sietch tabr.

218. INT. ENTRANCE - SEITCH TABR - NIGHT

They enter into a large square room with slot passageways going off in various directions. The door is closed.

Stilgar motions to the Fremen with Jamis' body and also to Chani and a few others.

219. INT. PASSAGEWAY - SIETCH TABR - NIGHT

They all move down one of the passageways which are beautifully but very planely cut with lasguns. They are like passages in the pyramids, dark with sharp turns and inclines upwards or downwards, some very steep and long, and others descending hundreds of feet.

220. INT. FURNACE ROOM - SIETCH TABR - NIGHT

They come to a room with a large black furnace-like machine. The doorway is closed and Jamis' body is unwrapped. His body is solemnly placed in the machine. The machine whines and whirrs and through a window tremendous heat can be seen. Suddenly water can be heard shooting into a plasteel container with pole handles. The machine turns off and ashes fall silently out of the bottom of it. Paul and Jessica watch with amazement at what the others seemingly take as an ordinary process.

STILGAR
This water belongs to Usul... May he guard it for the tribe. May he be generous with it in time of need...

GROUP
Bi-la Kaifa.

STILGAR
Jamis carried thirty-three liters and seven and three thirtyseconds drachmas...

He hands Paul several rings of different sizes.

STILGAR (CONT'D)
Do you accept them?

PAUL
Yes.

STILGAR
Watermasters...

The two watermasters carry the container of Jamis' water out...

221. INT. PASSAGEWAY - SIETCH TABR - NIGHT

...and down another passage. Paul and Jessica and the others follow. They come to a large, beautifully cut door guarded by ten Fremen dressing in black stillsuits, carrying black guns. They recognize Stilgar and he signals them to open the door. The group goes through.

222. INT. PASSAGEWAY/STAIRS - SIETCH TABR - NIGHT

A quiet WIND can be heard — deep and moaning.

JESSICA
(inner voice)
Moisture...

She looks at Paul. He, too, notices.

PAUL
(inner voice)
Wind traps...huge ones.

Down a long, sloping, narrow passageway they go until they reach a stairway cut into the stone. It is very dark and gets increasingly darker as they descend. The WIND sound grows. The air grows colder and damper. Paul and Jessica share another questioning look. At the bottom of the stairs they pass through a narrow slot doorway which suddenly opens out on something so totally unexpected it shocks Paul.

223. INT. RESERVOIR - SIETCH TABR - NIGHT

It is an enormous, deep reservoir of water sitting silently in the depths of this sietch and stretching out into the darkness.

PAUL (CONT'D)
(inner voice)
I have seen this place in a dream.

He turns to Chani. She is staring at the water. He notices they all are, as if in a religious trance. He hears drops falling. Stilgar pours the water into the reservoir through a sophisticated water meter.

STILGAR
(to Paul and Jessica)
We have more than thirty-eight million decaliters here...this is the tribe's water. No matter the personal need, none shall touch it.

PAUL
A treasure...

STILGAR
It is greater than treasure, Usul. We have thousands of such caches. Only a few of us know them all. We know within a million decaliters how much we need. When we have it we shall change the face of Arrakis.

FREMEN
Bi-la Kaifa.

STILGAR
Listen!...

Paul and the Fremen listen to the water dripping. MUSIC (Moonlight Sonata) comes up and the droplets and water rings on the black surface of the water make a magical water ballet — dreamy and mystical. Slow motion leaps of drops. Slow motion of rings expanding. Dark water rolling into the shadows — into the darkness.

CU. Paul in the darkness. Chani's hand touches his shoulder. He turns slowly to see the innocent face of Chani.

CHANI
Tell me of your homeworld, Usul.

These words rend Paul's soul. He cannot speak. He tries to touch her face. The MUSIC of the droplets goes on...

CUT TO:

224. INT. PASSAGEWAY - SEITCH TABR

Paul stands alone. In the distance many Fremen surround Chani, who is visibly shaken although she sheds no tears. Jessica and Stilgar are among those with her but they soon cross to Paul.

PAUL
(worried)
What is it?

STILGAR
Liet... Chani's father... is dead.

PAUL
(inner voice)
For the father... nothing.
(out loud)
We are alike in this. Both of us have lost our father.... May I go to her?

STILGAR
You may not, Usul.... Chani is not meant for you.... You are to be with Harah, Jamis' wife.

PAUL
But...

STILGAR
I'm sorry, Usul. It is our way. I will take you to Harah now.

Paul looks to Jessica but she cannot help him. Paul looks up and at that moment Chani is being taken away into the darkness at the end of the passageway.

225. INT. HARAH'S ROOM - SEITCH TABR

Stilgar leads Paul into a small, smoothly cut black rock seitch room where Harah is waiting. Harah is also beautiful but not as beautiful as Chani. She stands and faces Paul.

HARAH
(referring to Paul)
This bested my Jamis?

She moves closer to Paul. Paul tenses.

STILGAR
It was a fair fight.... He is Usul to us... and Paul Muad'Dib.... His mother is an cut-freyn Sayyadina. They are masters of the weirding way.
(to Paul)
This is Harah. She will look after you.

Stilgar leaves.

HARAH
(small, playful smile)
Your eyes are different... but not altogether unattractive.

PAUL
You don't hate me?

HARAH
No.... You gave water to the dead?

Paul stands nervously.

HARAH (CONT'D)
I will mourn Jamis at our tribe's time of mourning.

Suddenly two small boys enter — each carrying crysknives on their belts. They stare up at Paul.

HARAH (CONT'D)
These are my sons.... They will look after you too.

DISSOLVE TO:

226. INT. TRAINING ROOM - SIETCH TABR - DAY

Large room with a low ceiling. A huge hammer hits a plasteel drum pod and makes a low echoing musical hit. A big block of stone is moved across coarse sand — back and forth — fast. A rhythm is started — powerful.

Paul stands in front of over 100 Fremen men. Jessica sits behind him alongside Stilgar. Along the far wall stand Harrah's two sons.

PAUL
I am proud to teach you... I am convinced you can be the fiercest fighters in the Universe. You do not know the weirding way. Rhythm is the base...our way of battle is built on rhythm. You understand rhythm like this...but you do not understand the rhythm of the higher sounds...the sounds that heal and build...the sounds that destroy...Motion is the base...You understand motion...but you do not understand the motions that heal and build...and the motions that destroy...

Paul puts out his hand.

PAUL (CONT'D)
(to the rhythm makers)
Stop...

Paul steps forward. A large rock obelisk has been placed near Paul for this demonstration. He stands by it. He calls one of the Fremen up by the rock.

PAUL (CONT'D)
Kick it...(he does — the rock doesn't move)...Hit it...(he does — the rock doesn't move)...Yell at it...(he does — the Fremen laugh — the rock doesn't move)

Paul motions him back, slightly. Paul moves close to the rock. He puts on a weirding module. He pats the rock in a rhythm. He opens his mouth and makes a small SOUND, which the module amplifies. Suddenly he kicks and hits the stone, shattering it to pieces.The one hundred Fremen YELL with surprise and awe.

PAUL (CONT'D)
This is <u>part</u> of what you call the weirding way. This is what we will teach you. Certain thoughts... when issued have a certain sound... that being the equivalent to a form. Through sound and motion you will be able to paralyze nerves, shatter bones, set fires, suffocate an enemy or burst his organs....
(inner voice)
To avenge my father, I will turn you into killing machines.

Stilgar turns to Jessica.

STILGAR
(to Jessica)
Sayyadina. Our Reverend Mother tells me that she is happy you have come to us. She says she is too old...She has been calling you through space and time to come and let her rest. She asks that you pass within.

JESSICA
(inner voice)
They want me to take the water of life...the truthsayer drug... so dangerous, yet...we must move swiftly if we're to secure our place among these Fremen.
(out loud)
I will consent to try to pass within.

Stilgar nods.

STILGAR
Like your son's challenge, death may be the result...Are you sure?

JESSICA
(inner voice)
I must do this for Paul, but what of my unborn child?
(out loud)
Stilgar...I exist to serve...

STILGAR
Then I will let the rite proceed.

227. INT. PAUL'S ROOM - SCITCH TABR

Paul lies asleep in a small bed surrounded by a gauze insect net. It is very dark and quiet. We move very close to his face.

PAUL
(whispering in sleep)
Turn you into killing machines... turn you into killing machines... NO.... NO!!

MENTAL IMAGE

M227-1 The green and black Atreides banner flaps against the still dark Arrakis sky. The flapping sounds <u>vicious.</u>

PAUL (V.O.)
(whispering)
Terrible purpose... terrible purpose.

Suddenly the banner starts turning red with moist blood until it reaches a point of saturation. Then the flapping banner spits forth droplets of blood...

M 227-2 ...which begin to HOWL like the wind and fly across and spatter against the dunes. Thousands and thousands of droplets hit until they turn the dunes completely red. They begin to undulate like a huge red blood ocean. WIND begins to howl and the howling wind seems to scream and it seems to scream Muad'Dib!!... Muad'Dib!!

227. CONT. BACK TO SCENE - INT. PAUL'S ROOM - SEITCH TABR - NIGHT

Paul's eyes snap open with fear. He fights for breath.

PAUL
(inner voice)
My terrible purpose!!... The Holy War — the Jihad!!! I cannot let this happen.

228. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Paul walks with Stilgar. In the distance they hear the SOUND of many voices. Paul turns to Stilgar.

PAUL
People... it sounds like thousands...

STILGAR
Twenty thousand in Seitch Tabr alone... We Fremen are over ten million strong.

Stilgar smiles at the awestruck face of Paul.

STILGAR (CONT'D)
The rock on Arrakis holds many secrets...

229. INT. HALL OF RITES - SIETCH TABR - NIGHT

Paul and Stilgar enter the enormous Hall of Rites escorted by several fierce Fremen guards, and mount the stairs to the ledge.

230. INT. ROCK LEDGE - NIGHT

Paul is amazed by the number of Fremen...

231. INT. HALL OF RITES - SIETCH TABR - NIGHT

...thousands of them, continuing to come out of the passages in the black rock, like ants, filling the vast Hall of Rites.

232. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Jessica and several monks are on the high rock ledge overlooking the hall. We hear the low musical ROAR of a sand pipe organ, as the hall is cleansed for the ceremony by Fremen monks.

PAUL
(inner voice) (looking out at the crowd of Fremen)
These are the holy warriors. No one ever dreamed there were so many.

He looks to his mother.

PAUL (CONT'D)
(inner voice)
My mother is my enemy. She does not know it, but she is. She is bringing the Jihad. She bore me; she trained me. She is my enemy.

Suddenly Paul sees Chani. She climbs the stairs with several Fremen women, including Harah.

CU Chani.

CU Paul. He cannot stop looking at her.

CU Harah — she sees Paul and notices his look to Chani.

CU Chani.

CU Paul — he continues watching her.

Chani moves to a slot doorway where she and the other women join some monks who carry the Fremen Reverend Mother in on a litter. The old Reverend Mother is old and frail yet extremely beautiful and mysterious. Chani helps her sit.

REVEREND MOTHER
(to Jessica, in an ancient voice)
So you're the one.

The monks are very busy with pots of burning spice, purifying the area for the rite. Several Fremen blow on dip sticks and the giant pipe organ blows beautiful low notes.

Stilgar motions to Paul.

STILGAR
(whispering to Paul)
Do you know the water of life?... Come...
...Watch...the mystery of mysteries...the end and the beginning.

He shows Paul through a narrow passageway — almost a slot through the stone to a small room. Through an opening in the stone wall, Paul is shown a very strange and somewhat horrifying scene.

233. INT. MAKER ROOM - SIETCH TABR - NIGHT

A thirty-foot baby worm is being lowered into a stone chamber. The chamber is then covered with a wire top. Valves are turned and water rushes into the chamber. The worm begins to write violently and smoke pours from it. The worm dissolves partially and suddenly, before it dies, it secretes a dark blue bile out its mouth. It spasms and dies. The bile and worm water are combined into ceremonial containers. Paul turns to Stilgar.

STILGAR
The water of life.

PAUL
(inner voice)
The most lethal poison in the Universe.

234. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Stilgar and Paul return to the ledge above the Hall of Rites. A monk priest steps forward, addresses the crowd, silencing them. The other monks move back carrying their smoking cleansing bags.

MONK
There is one among us who has consented to enter the rite. She will attempt to pass within that we not lose the strength of our Reverend Mother.

PAUL
(inner voice) (turning to his mother)
What if she should fail?

MONK
Let the watermasters come forward.

A band of men makes its way two by two, each carrying heavily sloshing water sacks. Two of the men deposit their load at the Reverend Mother's feet. They step back.

Monks begin to strap Jessica to her throne chair. Paul watches.

PAUL
(inner voice)
Straps....Great Gods!

MONK
Is there water?

WATERMASTERS
There is water, but we cannot drink of it.

MONK
Is there seed?

WATERMASTERS
There is seed.

MONK

Blessed is the water and its seed.
(to Jessica)
Here is the water of life. Water greater than water. The water that frees the soul. If you be a Reverend Mother, let Shai-Hulud judge now.

He brings the water sack's spout close to Jessica.

MONK (CONT'D)
Drink!

Jessica takes the spout to her lips and the monk squeezes the bag, filling Jessica's mouth with the fluid.

JESSICA
(inner voice)
Spice essence. Pure and unrefined. Poison.

She swallows. Her hallucination begins, like curtains being torn aside. Her body contorts and spasms violently.

JESSICA - MENTAL IMAGE

M 234-1 Inside her mind, Jessica's form, her mouth again filled with the gushing fluid, expands, darkening and containing yet another image of herself.

REVEREND MOTHER (V.O.)
(distant)
Again.

The small Jessica looks up and sees the fluid pouring down over her, becoming smoke and columns of insects. The columns grow thicker around her, forming whirling patterns. The sudden light of clarity glows on her face, and a thin stream of crystal water flows from her mouth, enveloping the insects, forcing them into new patterns. With a mounting, tremendous roar, they fall and become a vast rising pool of shimmering, translucent blue.

235. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

We see Jessica sitting, shoulders tight and spasming — straining, her eyelids half-closed and flickering.

236. INT. HALL OF RITES - SIETCH TABR - NIGHT

Everyone in the sietch is absolutely silent, staring and waiting.

237. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The old Reverend Mother slowly extends a hand toward the back of Jessica's neck.

JESSICA - MENTAL IMAGE

M 237-1 Inside Jessica, we see the Reverend Mother's hand pass first through the large form and slowly descend through the dark void towards the small Jessica. The shimmering pool starts to ripple, lightly stirring her. As the hand enters, something deep within her starts to GLOW. It is a fetus, a female, its skin finely whorled, the membranous eyelids tightly closed. The Reverend Mother's hand flinches over the nascent child.

238. INT. ROCK LEDGE - WALL OF RITES - SIETCH TABR - NIGHT

REVEREND MOTHER
(whispers urgently into Jessica's ear)
You should have told us you were pregnant.

JESSICA - MENTAL IMAGE

M 238 1 Inside, the hand gingerly touches the fetus. Its head jerks up, the eyelids snap open, eyes wide with horror.

REVEREND MOTHER (V.O.)
(gasping)
Great Mother! This changes both! What have we done?

The child begins to float UPWARD on its umbilical cord. The cord fills with water from the pool, which begins to boil and insects and smoke begin to pour out of the fetus' mouth.

REVEREND MOTHER (V.O.) (CONT'D)
(distantly)
Cleanse your child, gently, now... gently.

M238-2 Jessica's face radiates love and tenderness as a thin crystalline stream issues from her mouth.

M238-3 The stream clouds over the fetus. Its look of terror begins to subside.

M238-4

REVEREND MOTHER (V.O.)
(distant)
I've been a long time waiting for you. Here is my life.

A GLOW appears and from it comes the face of the old Reverend Mother in a long tunnel, whispering silently. It grows and DISAPPEARS in a blaze of LIGHT. MOVING down the tunnel, another woman's face appears, yet another Reverend Mother, and VANISHES in the same way. Another face, and another, again and again, all blazing and merging into the unconsciousness of Jessica and her unborn child, until suddenly, a gaping BLACK hold appears, a horrible wind and sparks issuing from it.

JESSICA (V.O.)
(inner voice) (fearful)
No! This is the place where we cannot look. The place only for the eyes of the Kwisatz Haderach.

Her awareness moves back up the tunnel away from the black hole.

JESSICA (V.O.) (CONT'D)
(inner voice)
Now I am a Reverend Mother.

239. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The old Reverend Mother slumps forward onto the stone, dead. The crowd waits. Jessica very slowly opens her eyes and looks about her. The monk holds the bag to her lips.

MONK
Change it.

Jessica spews blue water into the spout. The monk swirls the bag, sniffs at the spout and then drinks.

MONK (CONT'D)
It is changed!

PAUL
(inner voice)
She did it.

JESSICA
I have met the Reverend Mother Ramallo. She is gone but she remains!

240. INT. HALL OF RITES - SIETCH TABR - NIGHT

THE CROWD
She sleeps in the Waters of Life!

241. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

JESSICA
Let her memory be honored in the rite!

242. INT. HALL OF RITES - SIETCH TABR - NIGHT

THE CROWD
Hal yawm! She sleeps in the Waters of Life!

243. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The corpse is tenderly removed.

244. INT. HALL OF RITES - SIETCH TABR - NIGHT

The Fremen honor their new Reverend Mother, with choruses and chants that build and fill the room.

245. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

The Monk holds the bag before Paul.

MONK
Drink it. It's safe. Our Reverend Mother has changed it. You delay the rite.
(whispering)
To be the true one you must drink it as she did — before it's changed.

Paul sips from the bag.

Paul moves back as others drink. As he moves back he comes face to face with Chani. She doesn't speak but their eyes meet. Chani is moved forward by the other girls to drink. Several other bags are changed by Jessica.

Paul continues to watch Chani. He sees her drink. Paul's sight now is growing light and dark. People are looking at him and Jessica. The low organ NOTES grow more intense.Harah moves back away from Paul. Chani notices. She turns to Paul. Paul stares at her. She turns away.

246. INT. HALL OF RITES - SIETCH TABR - NIGHT

Down below, the crowds are drinking the changed water. Several close their eyes and lapse into mystical trances.

247. INT. ROCK LEDGE - HALL OF RITES - SIETCH TABR - NIGHT

Paul continues to stare at Chani. He moves to her. Chani turns. Paul is at her side. Their eyes meet and lock.

CHANI
(whispering)
Come with me.

Stilgar, Jessica and Harah watch them go down a narrow dark rock corridor. Harah looks to Stilgar and gives a small smile.

248. INT. PASSAGEWAY - SIETCH TABR - NIGHT

At the end of the dark black corridor Chani turns and she and Paul fall together in a long kiss filled with love. As they embrace after the kiss:

PAUL
Chani.... I love you... I've always loved you.

CHANI
I took you away from the others.... for me... but also because you make us see things....

PAUL
What do you see?

CHANI
I see love between us in a quiet time between storms. Usul, my strength.

PAUL
You're the stong one... Please stay with me.

CHANI
Always.

They kiss again in the darkness.

249. INT. HALL OF RITES - SIETCH TABR - NIGHT

Thousands of Fremen in the dark Hall of Rites drink the changed water.

250. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Chani's face in the dark looks to Paul, as a WIND begins to moan.

The image of Paul and Chani suddenly moves as if it were on liquid. The image then wraps itself around a drop of black water. The drop falls with the image into a black void.

251. INT. BLACK WATER - NIGHT

Suddenly the drop hits the surface of black water below and light bounces white hot over the newly-agitated surface. The expanding rings take on a new image as we move closer. Suddenly we are in a MONTAGE of scenes — the moonlight sonata plays — dark and mysterious as each scene becomes a drop and falls into the next scene. We SEE:

252. INT. TRAINING ROOM - SIETCH TABR - DAY

Fremen moving around Paul — Paul teaching. Image drops.

253. INT. PASSAGEWAY - SIETCH TABR - DAY

Fremen workers lasgun into black rock. Brilliant LIGHT as the cutting torches burn deeper. Sparks fly. CU sparks — they dance beautifully. Image drops.

254. INT. PAUL'S ROOM - SIETCH TABR - NIGHT

Chani and Paul kiss in the darkness.

CHANI
I see time changing.

Image drops.

255. INT. PASSAGEWAY - SIETCH TABR - DAY

Stilgar and Paul walk and talk. Image drops.

256. INT. TRAINING ROOM - SIETCH TABR - DAY

Paul shows some Fremen warriors a robot. We see him explaining how it works. He shows them the weirding module. Image drops.

257. INT. TRAINING ROOM - SIETCH TABR - DAY

Fremen fight robots as Paul watches. A Fremen makes a SOUND and a robot bursts open. Paul smiles, then signals to a group of bodyguards who move in and join Paul as he leaves. Image drops.

258. INT. MAKER ROOM - SIETCH TABR - DAY

Fremen monks talk secretly in a small black stone room.

MONK
(quiet voice)
He could be the one. He fulfills all the prophecy. The true test and final test is yet to come. He knows it as do we all. He must take the Water of Life and live through it.

The image drops.

259. INT. DARK ROCK BASIN - SIETCH TABR - DAY

Stilgar shows Paul hundreds of tiny plants in a small rock basin. He shows him the dew collecting spheres they grow in. Image drops.

260. INT. JESSICA'S ROOM - SIETCH TABR - NIGHT

The fetus of Alia twirls upwards in moist darkness. Her eyes burning brightly.

CHANI (V.O.)
I see Alia being born. Jessica's child.

Image drops.

261. INT. PAUL'S ROOM - SIETCH TABR - NIGHT

Paul and Chani kissing.

CHANI
(breathy whispering)
In time I see a child in my arms.... It is our child...

They kiss and the image ripples and dissolves very slowly away. All is silent. All is black.

262. EXT. DESERT - DAY

An explosion. Paul turns and his eyes are totally blue. He lifts binoculars to them and looks. He sees the Fremen fighters below in battle with some Harkonnens. In the distance, a huge spice harvester falls to the ground EXPLODING more violently on impact. The Fremen fight ferociously.

PAUL
(to Stilgar)
They're even better on the battlefield than in the training rooms!!
(inner voice)
If only you could see them, father.

Paul smiles as he looks at the battle in the distance.

PAUL (CONT'D)
When the spice flow stops, the entire Universe will turn its eyes to Arrakis. The Baron and the Emperor himself will be forced to deal with me.

263. EXT. LANDING FIELD - ARRAKEEN - DAY

A furious Rabban watches as many Harkonnen wounded and dead are brought from ornithopters.

HARKONNEN WOUNDED MAN
(screaming at Rabban)
They're screaming Muad'Dib!... Muad'Dib... making sounds... They're killing us... They've cut out Suttis' eyes!...

264. INT. THRONE ROOM - EMPEROR'S PALACE - DAY

The Emperor sits in his throne. In front of him are five Sardaukar officers. In his hand the Emperor holds a struggling butterfly.

EMPEROR
The Baron told Rabban to let them have their religion.... Suddenly the Fremen have a leader, someone called Muad'Dib who battles against Rabban's men — against the spice miners.... Spice production is down drastically.... I don't trust the Baron Harkonnen to correct this on his own.
(quietly — remembering)
If you remember... Duke Leto was secretly building an army to within a hair as good as the Sardaukar... Yueh said some were better.... A small army, but he had plans to enlarge it... perhaps the Fremen figured in his plans too... Yueh never said... Send a few men to Geidi Prime as well as Arrakis.... There are troublesome things happening.... I want some answers.... I want that spice.

265. EXT. DEEP DESERT - DAY

HEAT WAVES; dunes. A big thumper is forced into the sands by two gloved hands. A rhythm is heard pounding on Fremen hand drums and rhythm instruments. Feet scramble. Black stillsuited Fedaykin warrior bodyguards gather. Stilgar turns.

STILGAR
(to Paul)
Usul... after two years... It is time you became a sandrider... Take the kiswa maker hooks of our sietch and ride as a leader of men.

The rhythm mounts. Everyone clears away. Paul moves forward alone, carrying two ceremonial maker hooks and a thumper.

CUT TO:

266. INT. TRAINING ROOM - SIETCH TABR - DAY

Paul remembers: Stilgar teaches Paul in a dark stone room of the sietch.

STILGAR
Two thumpers are planted... The worm may not surface for the first... He will for the second....

CUT TO:

267. EXT. DEEP DESERT - DAY

Paul plants the second and sets it beating out its rhythm. In the distance the telltale sound of the worm's approach begins. This worm is deep underground and the sound is low and the ground trembles

violently.

PAUL
(inner voice)
Only the very strong ones travel this deep....

The sound and vibrations continue to build. In the distance the Fedaykin and Stilgar watch.

STILGAR
(to the others)
Usul has called a big one. Again... It is the legend.

Paul walks crablike along the edge of a dune. He studies his relationship to the thumpers.

CUT TO:

268. INT. TRAINING ROOM - SIETCH TABR - DAY

PAUL REMEMBERS. Stilgar teaches.

STILGAR
When the worm approaches, you must be utterly still... and close enough to plant the hooks. Get them in firmly under a segment ring... The worm will turn to lift this exposed area as far from the abrasive sand as possible. It will carry you with it — to the top. Do not get <u>too</u> close as he approaches... The sand will engulf you... Wait till the head of the worm passes — then go... quickly.

269. EXT. DEEP DESERT - DAY

HEAT WAVES... dunes rhythm. THUNDEROUS approach of the worm. Paul still cannot see the worm, but the sound begins to drown out the Fremen rhythm instruments and the sand begins to vibrate.

Suddenly, Paul sees a mountain of sand rise up, towering, thundering — lightning sparks fissuring throughout the dark air. The mountain approaches at a terrifying speed. Then, the worm appears — rushing. The mouth, at first a small opening, begins to widen — exposing a thousand glistening teeth. Paul freezes. He lets the worm get closer and closer. The HEAT WAVES distort the gigantic form, making it even more hideous — more foreign. The worm devours the first thumper, and Paul feels the tremendous heat of the worm. He smells the cinnamon again in the hurricane wind ushering from its wide open mouth which passes Paul now. He moves forward. The others watch anxiously. This worm is big. It is so much larger than imagined. Its top towers 125 feet in the air. The segments are each ten feet wide.

Paul gets very close and running alongside, he plants the hook under a segment and pulls back. The sound is excruciatingly loud. The sand is so deep and more is being thrown out beneath the body of the worm. Paul gets caught in it and falls. He narrowly escapes being sucked under the beast. He gets up — runs again and plants the hook once more. He runs faster, bending the segment open to expose the tender flesh. Suddenly the worm begins to turn. Paul pulls himself up the body as it turns — holding onto the hook. Soon he is fifty — sixty — seventy feet off the ground — going higher. The giant worm gets the second thumper and Paul at that moment climbs to the top. He plants the second hook.

PAUL
(inner voice)
A sandrider!...

Paul works the hooks down the body causing the great beast to make a slow turn toward Stilgar and the bodyguard. They set themselves and as the worm passes, they all clamor on, climbing up the sides to the top.

PAUL (CONT'D)
(yelling)
Ach, haiiiii-yoh!!

They return the traditional call and Paul steers the maker in a giant circle. The wind blows and they all are enjoying the ride. He straightens the worm and they head out across the dunes, the Fremen on the end of the worm pound on the tail to drive the giant worm faster and faster.

270. INT. BARON'S ROOM - GEIDI PRIME - DAY

The Baron sits in pink light talking with Thufir and Feyd.

BARON
But what is going wrong? Why is he sending me more Sardaukar...? Rabban is suffering but we will kill this Muad'Dib... on our own!

THUFIR
The Sardaukar could be sent for dual reasons...

BARON
What do you mean?

THUFIR
To help put down the Fremen — also to watch your activities on Arrakis.

BARON
My activities?!

THUFIR
Stories of the Fremen's strength grow with each telling... He can't believe the Fremen are all that people say... unless he sees for himself.. There's another possibility... The Emperor may think you're hiding away this "lost" spice for yourself. Also throw in the fact that a superior always grows to loathe the inferior he's in league with.

BARON
Thufir!? This can't be!!

THUFIR
(inner voice)
How easy to keep this pig worrying.

BARON
Aide... get me the Sardaukar Captain.

AIDE
Sir.!!!

He runs off.

271. INT. BARON'S ROOM - GEIDI PRIME - DAY

They bring the huge Sardaukar officer in to the Baron. The Baron stares at him intensely as the aides retreat.

SARDAUKAR
(condescending)
What is it, Baron?

BARON
I'll forgive your poor attitude if you will tell me if it is true that you are the fiercest of the Sardaukar in my employ here on Geidi Prime?

SARDAUKAR
I am a servant of His Highness the Emperor Shaddam Four.

BARON
(yelling)
You work for me here!... Now are you?

SARDAUKAR
(sneering)
Yes.

BARON
Feyd... I want you to kill this man right now.

Feyd swallows hard.

BARON (CONT'D)
Kill him! And run your arms deep into his bloody filth.

The Sardaukar officer instantly pulls a knife and takes a step back in preparation. Feyd slowly stands and draws his knife. The Sardaukar smiles. The Sardaukar suddenly ROARS and it is truly blood-curdling. He attacks, but Feyd out-maneuvers him. The Sardaukar is trembling with a killing rage. He advances again. Feyd moves back and turns. As he turns he activates needles on the backs of his hands. The giant Sardaukear ROARS again and leaps beautifully and kicks Feyd back up against a wall. Feyd is dazed. He gets up just as the Sardaukar attacks again. The Sardaukar's knife arm swings in and Feyd blocks it with the needle part of the back of his hand. The Sardaukar feels the poison but soon attacks and cuts Feyd's leg. Feyd sticks his knife into the Sardaukar's stomach. The Sardaukar ROARS again and spins, still possessing tremendous power.

FEYD
You're slowing and now I will tell you this time after your attack I will reach up and slit your neck open. Are you ready?

The Sardaukar activates several needles on his legs and attacks. Feyd is barely fast enough to move away. The Sardaukar tries to drive the needles and his knife into Feyd and at the same time he protects his neck but Feyd puts his knife into the giant's chest.

FEYD (CONT'D)
Fool!

The Sardaukar falls heavily and Feyd cuts his head off before he hits the floor. The Baron turns to the wide-eyed Thufir and smiles.

272. INT. CHANI'S ROOM - SIETCH TABR - DAY

Several Fremen women sit smiling at Chani and her newborn baby. Chani is sitting up in a dark brown matte bed and the room has a beautiful yellow glow from two glowglobes overhead. The baby is crying, but Chani doesn't try to stop it.

CHANI
Cry all you want in sietch, little one...

She smiles and holds the little baby tightly.

273. INT. PASSAGEWAY - SEITCH TABR - DAY

At the end of the passageway, standing alone — staring with powerful intense blue-within-blue *eyes* — is a very small two-year-old girl — Alia. A strange smile that raises neck hairs plays on her face as we move in.

274. INT. JESSICA'S ROOM - SIETCH TABR - DAY

Jessica sits with HARAH.

HARAH
Alia wants to go in and see Chani's baby. The other women in with her say no.

JESSICA
It's the strangeness of my daughter, is that it? It's the way she speaks of things...

275. INT. PASSAGEWAY - SEITCH TABR - DAY

CU Alia's strange face. She's listening mentally.

JESSICA (CONT'D) (V.O.)
...beyond her years and of things no child her age could know — things of the past.
(pause)
... A daughter who knew at birth everything I know... and more...everything revealed to her by all the Reverend Mothers within me.

276. INT. JESSICA'S ROOM - SEITCH TABR - DAY

HARAH
It's not just the things she says but it's the exercises and the way she sits and stares... I know they are the Bene Gesserit training, but it disturbs the others.... They say your daughter is a demon.

JESSICA
She's no demon!... They must accept her the way she is. Harah, please take her in... and I appreciate how good <u>you</u> are to Alia...

HARAH
I know there is no malice in her towards me... What other baby's first words to her nurse were: "I love you, Harah."

Harah leaves.

277. INT. PASSAGEWAY - SIETCH TABR - DAY

Harah enters the passageway and turns to Alia.

HARAH
You may see your brother's child.

ALIA
(strange little adult voice)
It's as it should be.

278. INT. CHANI'S ROOM - SIETCH TABR - DAY

Harah enters with Alia.

HARAH
(to the women)
Jessica has sent her in...

Alia goes directly to Chani and the baby. The women eye her warily. The baby continues to cry, but Chani gives Alia a loving look.

ALIA
May I see little Leto?

The women are shocked.

SUBIAY
The baby has not yet been named.

CHANI
It's alright... Leto is the name Paul will surely choose for this little one.

The women continue to watch Alia with caution. Alia looks down at Leto, who cries frantically.

ALIA
Come Little Leto... Say hello to your Aunt Alia.

Alia places her hand on the baby and suddenly it stops crying. This upsets even Chani a little bit. The women are very much afraid.

SUBIAY
Harah, tell the Reverend Mother that Alia robbed the newborn of its birth wail!

Alia swirls to Subiay.

ALIA
What do you know about it, Subiay? I only wanted to feel his life spark! Would you deny me the right to feel his life spark? Would you deny me the right to use this mind...

She points to her head as she steps toward Subiay...

ALIA (CONT'D)
Would you deny me the use of these eyes...

She points to her eyes as she steps again — closer to Subiay...

ALIA (CONT'D)
Would you deny me the use of these hands...

She holds them up, moving closer to Subiay...

ALIA (CONT'D)
Would you deny me the use of these lips...

She is directly in front of Subiay's horrified face as she moves her lips around with her tiny fingers.

ALIA (CONT'D)
(using The Voice)
Would you deny me the use of this voice...

Subiay's head nearly bursts with pain and she screams as if she were dying.

279. EXT. DESERT - DAY

Smoke billows from a burning harvester. Fighting is going on between Fremen and some smugglers. Paul moves down a smokey dune with Stilgar.

PAUL
We surprised a band of smugglers.

STILGAR
(racing into thick smoke)
...thought they were Harkonnen.

Paul and Stilgar move through the smoke. A man runs up with a maula pistol aimed at Paul but Paul spins and kills the man by puncturing his chest with his hand. Paul turns and a large figure comes through the smoke. They surprise each other. The large figure reaches for a knife. Paul steps back.

PAUL
Don't reach for that knife, Gurney Halleck.

The figure stops — stunned.

GURNEY
You know my name?

PAUL
You've no need of a knife with me, Gurney.

GURNEY
(whisper of hope)
Paul? Is it Paul?

Paul swings back his stillsuit mask.

PAUL
Don't you trust your own eyes.

GURNEY
They said you were dead.

PAUL
Quickly, tell your men to submit.

GURNEY
(reluctant to turn away from Paul — turns — yells)
Stop the fighting... This is Gurney Halleck... Stop the fighting... These are friends.

A SMUGGLER
(yelling)
Fine friends, Gurney.

GURNEY
(yelling)
It's a mistake... Don't add to it.
(turning to Paul, quietly)
They said you were dead.

PAUL
It was right to let them think so...

GURNEY
(incredulous whisper, his eyes tearing)
Paul...

Gurney moves forward and the two embrace each other and pound each other on the back.

GURNEY (CONT'D)
(loud)
You young pup.... You young pup!!

PAUL
(happily)
Gurney, man!

Stilgar moves through the smoke.

PAUL (CONT'D)
(turning to Stilgar)
Stilgar, this is Gurney Halleck. You've heard me speak of him. I hope you two will be friends.

Stilgar and Gurney clasp hands. A voice calls to Paul.

FREMEN
Muad'Dib?... Shall we dispose of the harvester?

PAUL
Yes... in the cave.

GURNEY
(incredulous)
You?.. Muad'Dib?
(seeing the light)
I should have known...

A man gives Paul a hand signal.

PAUL
(to Gurney, quietly)
You've some Sardaukar in your midst.

GURNEY
I can't vouch for all my men — some are new.

PAUL
We'll have to go over them carefully together....
(to Stilgar)
More Sardaukar... that means the time draws near.
(to Gurney)
Gurney, come with me... I can't wait for my mother to see you.

GURNEY
Your mother?

PAUL
Yes... Idaho saved us both that night at Arrakeen.

They begin climbing the dunes.

GURNEY
(inner voice)
The traitorous witch lives.
(out loud)
And what of Duncan Idaho.

PAUL
He was killed, Gurney.

GURNEY
(inner voice)
I must see that he learns the truth about his mother before I kill her.

280. INT. CHANI'S ROOM - SIETCH TABR - DAY

Paul and Gurney enter Chani's room. Little Leto is in her arms. Paul moves to Chani and kisses her.

PAUL
Gurney, this is Chani and our son... Leto... Little Leto. Chani... this is the great Gurney Halleck.

Chani smiles.

GURNEY
(his eyes tearing slightly)
Little Leto...

PAUL
Come....

281. INT. PASSAGEWAY - SIETCH TABR - DAY

They move through a narrow slot passageway and enter a small chamber. Chani follows.

282. INT. JESSICA'S ROOM - SIETCH TABR - DAY

Jessica turns as they enter.

PAUL
Mother... Look! It's Gurney....

Gurney cannot contain himself. He forces a smile as he crosses the room to her but a strange noise, almost a growl, escapes him. Paul gives a questioning look to Chani, then he sees Gurney grab Jessica around the mouth, twirl her and hold a knife to her throat.

GURNEY
(screams)
Paul.... I swore an oath to slay the betrayer of your father! He gave me freedom, life, honor... and friendship, a thing I prize above all else. You see his betrayer under my knife.

PAUL
You couldn't be more wrong, Gurney.

GURNEY
She has sealed up your eyes, but not mine. I saw with these eyes the message captured from the Harkonnen agent...

PAUL
Oh, that...

Gurney grows slightly confused but he does not relax his hold for an instant.

PAUL
I saw it, too. My Father showed it to me, Gurney. Haven't you yet learned a Harkonnen trick by the stench they leave on it? The gall that they would seek to make a man suspicious of the woman he loved beyond anything in life?

Gurney blinks a few times, unable to speak.

PAUL (CONT'D)
Gurney, listen well. It was Yueh.

GURNEY
I... don't believe it.

PAUL
Believe it, Gurney. Yueh was the traitor. I have a message in his own hand, admitting this. I could send for it...

GURNEY
It's a trick.

PAUL
No trick, Gurney. I swear to you it's true by the love I hold for you, a love I will still hold long after I leave you dead on this floor.

GURNEY
The witch has swayed you...

PAUL
Be quiet! You speak of pride in my Father's friendship. Your friend had an instinct for his friends. And his loved ones. He read that Harkonnen message as you did, but he saw through it down to the thing it was, a lie. He never mistrusted her for an instant.

GURNEY
Yueh?

PAUL
The moment carries its own truth; you hear it; you can't evade it. I heard my Father when he spoke of my Mother, as I've heard my Mother cry into the night for the loss of him. I cannot evade the truth of what I've heard. I'm telling you, I know. She is not the betrayer. For all our sakes, Gurney, hear me. It was Yueh.

Gurney's face is transfixed. Jessica's eyes are filled with tears. A tear falls on Gurney's knife hand. It acts as a key, the hand trembles and drops away. The other hand falls away from her mouth, and Gurney falls to one knee, breathing unevenly, gazing at them.

GURNEY
I am the betrayer now.

JESSICA
(quietly)
No, Gurney, you thought you were doing a thing for Leto, and for this I honor you.

283. INT. THRONE ROOM - EMPEROR'S PALACE - DAY

The Emperor stands as his Sardaukar officers surround him.

EMPEROR
And what are your findings?

SARDAUKAR #1
Rabban is losing the planet. Guild agents are all over the cities.

EMPEROR
Why?

SARDAUKAR #1
They're buying all the spice they can.

EMPEROR
Waste no time... I want 50 legions of Sardaukar. We'll rid Arrakis now of all forms of life... city and desert life.... Notify the Great Houses... and tell my friend the Baron I want a private audience with him on Arrakis.

284. INT. PASSAGEWAY - SIETCH TABR - NIGHT

Paul walks alone down a dark passageway. He seems to be totally lost in a thought. The passageway gets even darker. He meets the Fedaykin at the top of a narrow incline.

PAUL
Come with me.

They all silently move on.

285. INT. MAKER ROOM - SIETCH TABR - NIGHT

Paul watches while the Fedaykin bring a large baby maker into the ceremonial rock pit and he stares unemotionally as they prepare to drown him. Paul turns and opens all the valves for the ceremony of the Water of Life. The huge wind pipe organ MOANS a low note in the distance.

In the darkness the baby worm flips and turns as it dissolves. Finally a dark blue fluid flows out of the ceremonial fount.

PAUL
Stand guard outside.

The Fedaykin leave. Paul stares at the water. He finally takes a swallow. He falls to his knees.

M 285-1 MENTAL IMAGE

The room goes bright then disappears into a tunnel where Paul's awareness rushes through the faces of all the past Reverend Mothers. Their faces, though, are dark and distorted with pain.

286. INT. ALIA'S ROOM - SIETCH TABR - NIGHT

Alia stands shaking violently in her very dark room. Suddenly blood rushes from her nose. She forces herself to walk into Jessica's chamber...

287. INT. JESSICA's room - SIETCH TABR - NIGHT

...and finds that Jessica's nose is bleeding also, her pillow soaked in blood. Both Alia and Jessica are in terrible pain. They stare at each other in the darkness.

JESSICA
What?... What is wrong?

ALIA
It's Paul...

JESSICA
(struggling)
What?

ALIA
He's taken the Water of Life.

288. INT. CHANI'S ROOM - SIETCH TABR - NIGHT

Chani turns in her sleep, a pained expression on her face.

289. INT. MAKER ROOM - SEITCH TABR - NIGHT

Paul lies on the floor unconscious.

PAUL'S MENTAL IMAGE

M 289-1 Paul's awareness continues through the tunnel, through the distorted faces until it reaches darker and darker areas — then the hole where sparks are issuing forth and expanding circles of light glow deep within. A horrible WIND blows out of it.
Paul's head moves into the hole. His head distorts, and the skin enlarges, causing it to flap against the skull.
Within the skull is blue water which suddenly bursts gushing out of Paul's mouth. The gushing is continuous but the water changes into insects and smoke and strange animals, all of which stretch through Paul's mouth while his eyes go wild.
Sparks explode around him and the rings of light envelop him.

289-2 Suddenly he is in space, deep space, and his head floats with the gushing forms issuing from his mouth. They twist and burn off into space.
Suddenly he turns and SEES Third Stage Navigators racing toward him at tremendous speeds.
They fly and hit against his head tearing off pieces and causing great blood spurts to also shoot out into space.
The expanding rings of light pulsate light and dark and now the

cosmic WINDS roar with greater and greater intensity, causing Paul's blood droplets to go spewing off into the deep clusters of stars burning beyond.

290. INT. JESSICA'S ROOM - SKITCH TABR - NIGHT

In the darkness Alia turns to Jessica, their noses still bleeding, their bodies wracked in pain.

ALIA
(Paul's voice comes out of her mouth)
Help me.

JESSICA
Paul's voice...!!!

ALIA
(Paul's voice)
The Guild... they're fighting me in the mental worlds. They're behind everything.... I see it now... the Guild is behind everything. It's not finished yet.... I'm not formed.

PAUL'S MENTAL IMAGE

M 291-1 Paul is being attacked by hundreds of Third Stage Navigators. There is a tremendous screaming WIND and ROARING and deep MOANING.
The rings of light glow and vibrate lighter.

M 291-2 Paul's blue eyes glow, then burst out suddenly, becoming a stream of thousands of blue eyeballs floating out into space — turning — looking.

292. INT. MAKER ROOM - SKETCH TABR - NIGHT

Paul lies on the stone floor. His body quivers slightly. His mouth opens. A small rushing SOUND comes from it. The floor begins to shake as in an earthquake.

293. INT. PASSAGEWAY - SKETCH TABR - NIGHT

The Fedaykin look at each other, the rock under their feet shaking. Deep rumbling SOUND in the distance and a WIND begins to moan.

294. INT. PASSAGEWAY - SKETCH TABR - NIGHT

Fremen come out of rooms — the rock shaking violently.

295. INT. TRAINING ROOM - SIETCH TABR - NIGHT

The ground is rumbling. Suddenly several rock obelisks explode and shatter, and the weirding way robots in a row explode or catch fire.

296. INT. JESSICA'S ROOM - SIETCH TABR - NIGHT

Alia and Jessica cling to each other.

297. INT. EMPEROR'S SPACE SHIP - SPACE

The Reverend Mother Helen Mohiam is on the floor, bleeding from the nose and weak from pain. The Emperor looks on in horror.

PAUL'S MENTAL IMAGE

M 298-1 All the stars begin to fall.
The edge of space crushes in and brilliant white hot light pours through a beautiful tunnel.
Paul passes through it and enters a golden-winged world filled with ten thousand angels.

299. INT. MAKER ROOM - SIETCH TABR - DAY

Paul lies unconscious on the rock floor. Chani, Jessica and Alia are beside him.

CHANI
(whispering)
Paul... Paul please hear me?
(to Jessica)
Are you sure he's alive?

JESSICA
Yes, but the life thread is so fine...
practically undetectable.

Chani picks up the cup of Water of Life and looks at the deep blue liquid. She takes one drop on her finger and moves it toward Paul's face.

JESSICA (CONT'D)
No... what are you doing?

ALIA
Be still! It may work.

Chani holds the drop below Paul's nose. The nose quivers. She touches the drop to his lip. Paul suddenly draws in a long, sobbing breath. His eyes fly open.

JESSICA
Paul... you did drink the sacred water.

PAUL
Yes.... How... how long have I been here?

CHANI
(happy)
Oh Paul! One week.... Paul... I knew it!

JESSICA
(angered, to Paul)
Why! Why take that chance?

CHANI
(turning to her)
He is your son.

Paul sits up weakly and looks from Chani to Jessica.

PAUL
She's right, mother... and you cannot begin to know the places I have been.

He reaches down and picks up the cup and drinks it all.

ALL OF THEM AT ONCE
PAUL!!

He grabs Jessica. Alia steps back smiling.

PAUL
I send my awareness surging over you <u>now</u>. Show me the dark place where you cannot go.... SHOW ME.

M 299-1 MENTAL IMAGE

Suddenly Jessica's face turns into the old Fremen Reverend Mother's face, then all goes dark and sparks fly and rings of lights pulsate.

299 CONT'D BACK TO SCENE - INT. MAKER ROOM - SIETCH TABR - DAY

Jessica's eyes snap open and she stares at Paul.

JESSICA
He has seen.

Paul turns to the narrow slot doorway in the darkness. Feet move and walk away.

PAUL
The Fedaykin have heard.... The story will spread as fire over the land.... Muad'Dib is not as other men... there can be no further doubt... I am the fulcrum.

JESSICA
Have you seen the future?

PAUL
Not the future... I've seen the NOW.... The space above Arrakis is filled with ships of the Guild. The Emperor is there... the Baron is there... every great House of the Imperium waits above us wtih its raiders. The Guild... the Guild will call the hour... they think! Mother... we must change a large quantity of water... we need a catalyst.... And Chani, send a scout force out to find a pre-spice mass. Mother... do you understand what will happen if changed water is poured out onto a pre-spice mass?

JESSICA
(suddenly seeing)
Paul!!

PAUL
The Water of Death... a chain reaction would occur destroying all spice... forever.

JESSICA
You can't.

PAUL
I can... and who can destroy a thing — controls the thing. The Guild is searching for me right now... but I am safely screened from them.
(he laughs to himself)
How they tremble.... Get Stilgar... we must work fast now or all paths will lead to darkness.

300. INT. ROCK LEDGE - FALL OR RITES - SIETCH TABR - DAY

Paul stands with Stilgar in front of hundreds of Fremen warriors, who whisper and look in awe at Paul.

PAUL
Send word out to all sietches that the Emperor will have fifty legions of Sardaukar at Arrakeen by morning light. I will give you a signal. A storm is coming... my storm... and it will arrive before they have time for a full attack. Keep your attention on the south wall at Arrakeen. It will be undefended until we blow it out with atomics. Set all guns before the storm hits. When the atomics go — attack with full force from the north and bring the worms.
(to Stilgar)
The women and children are to stay in sietch.

301. EXT. DEEP DESERT - DAY

An elaborate colored smoke signal explodes in the air. A Fremen sees it in the distance and disappears into the rock. He returns and shoots up another exploding smoke signal which hangs beautifully in the dark atmosphere of Arrakis.

302. EXT. ROCK OUTCROPPING - DEEP DESERT - DAY

A sietch door opens and Fremen warriors stream out.

303. EXT. DEEP DESERT - DAY

A WIND comes up and moves a smoke signal — distorts it — and blows it away.

304. EXT. DEEP DESERT - DAY

The wind is howling and is starting to blow the sand. Dark sand clouds form in the distance.

305. EXT. ROCK OUTCROPPING - DEEP DESERT - DAY

Another sietch door opens and hundreds and thousands more Fremen pour out.

306. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul, Stilgar and Gurney watch as the Emperor's enormous ship sets down on the Arrakeen landing field below.

307. EXT. LANDING FIELD - ARRAKEEN - DAY

A nine-story steel tent opens underneath it.

308. EXT. SHIELD WALL - ARRAKEEN - DAY

PAUL
He must have brought even his women.... How confident he is.... Soon he will meet five million Fremen warriors he thinks don't exist.

Stilgar and Gurney laugh.

PAUL
Gurney, when the storm hits... set off the atomics. I want an opening through the entire shield wall there...(he points). And Stilgar?

STILGAR
Yes?

PAUL
Do we have wormsign?

Stilgar and Gurney laugh.

STILGAR
Usul... I believe we have wormsign, the likes of which even God has never seen.

309. EXT. DEEP DESERT - DAY

Thousands of Fremen are running, planting thumpers as they go.

310. EXT. DEEP DESERT - DAY

Looking down over the huge desert it looks like a living sea of wormsign. Everywhere ripples appear and worms are surfacing. Thousands of Fremen are running, positioning themselves to mount and ride.

311. EXT. SPACE SHIPS - DESERT - DAY

Dust clouds grow faster and the speed of the wind increases. Sand particles hit at a rock outcropping and up close they sound like giant warrior drummers pounding before battle. Suddenly above come hundreds of screaming space ships zooming down across the desert floor.

312. EXT. LANDING FIELD - ARRAKEEN - DAY

Space ships come roaring down over the landing field. Some release 'thopters before they land and the little 'thopters soar back and forth as guards.

313. EXT. HEIGHLINER - SPACE

Huge space ships exit a Heighliner.

314. EXT. SARDAUKAR SHIP - DESERT - DAY

A Sardaukar space ship flies low over the desert.

315. INT. SARDAUKAR SHIP - DAY

Inside, one of the Sardaukar notices Fremen coming out of a rock.

316. EXT. SARDAUKAR SHIP - DESERT - DAY

The ship does a slow turn and shoots out a beam exploding away half the rock.

317. INT. PASSAGEWAY - SIETCH TABR - DAY

Alia and Jessica hear the explosion overhead. They run into a passageway which is filled with other Fremen women. Smoke begins to obscure the scene. Alia looks at Jessica.

ALIA
My path lies in this direction.... Goodbye, mother.

Alia runs off. Jessica watches, knowing she cannot interfere.

318. EXT. LANDING FIELD - ARRAKEEN - DAY

The wind is beginning to blow harder over the landing field. Rabban stands watching hundreds of ships landing. He yells to an aide.

RABBAN
(looking to the sky)
I will show <u>you</u> dear Uncle that I am still in charge here.... The Emperor will see it too; anyone else would have given up by now but not RABBAN!! NEVER!

319. INT. CAVE - SHIELD WALL - ARRAKEEN - DAY

In the cave, Stilgar is receiving a message. He hurries out to Paul.

320. EXT. SHIELD WALL - ARRAKEEN - DAY

STILGAR
Paul.... Sardaukar have somehow attacked Sietch Tabr. They —

PAUL
(turns to Stilgar)
Stilgar... I know.... They've captured Alia and they've killed Little Leto.

Stilgar stands — amazed.

321. EXT. DESERT - DAY

The storm is howling now. Sand blasts against rock and rips pieces away.

322. INT. STEEL TENT - EMPEROR'S SPACE SHIP - DAY

The Emperor is silent as the Baron is brought in to stand down below in front of him. The Baron is fighting to contain his fear because RABBAN'S HEAD SITS ALL BLOODY ON THE FLOOR in front of him. Finally the Emperor speaks.

EMPEROR
Why have you brought me here? You know I hate to travel.

BARON
Your highness... There must be some mistake... I never requested your presence here.

EMPEROR
Perhaps not, but your actions, or lack of action, demanded it. Your dreadful mismanagement, your fearfully bad judgement in assigning Rabban
(he gestures toward the head)
the governorship.... You forced me here to set things straight... personally. And why did you not tell me of the fighting abilities of these people?! We have just flushed out a nest of them in the open desert and the women and children overpowered several of our Sardaukar. We only managed one hostage.
(the Emperor turns)
Bring her in.
(he looks back to the Baron)
Only one!

Alia is brought in by a Sardaukar soldier. She is smiling.

ALIA
I heard you speaking. I wasn't captured.... I allowed myself to be taken. Did you think I wanted to be the one to tell my brother that his son was killed by your men? Poor Emperor, I'm afraid he won't be very pleased with you.

EMPEROR
Silence!... I do not court your brother's pleasure. Tell this man who your brother is!

ALIA
Muad'Dib.

BARON
What?

ALIA
There's more to the story.

Suddenly the Reverend Mother looks horrified and grabs her throat.

REVEREND MOTHER
(struggling, speaking as if possessed...)
There's more to the story... Ha Ha Ha.
(now she gets her own voice back)
Kill this child!! She's an abomination!!
Kill her.
(points to Alia, who is smiling at her)
Get out of my mind!!!

ALIA
Not until you tell them <u>both</u> who I <u>really</u> am.

REVEREND MOTHER
(strained speech void of emotion)
Alia... daughter of Duke Leto the Just and the Royal Lady Jessica.

ALIA
Yes?... Go on....

REVEREND MOTHER
Sister of <u>Paul</u> Muad'Dib.

The Reverend Mother slumps. The Baron's mouth flies open. The Emperor's face goes pale, his lips tremble.

EMPEROR
Paul... alive.

He turns quickly and looks at the two Guild agents present in the room. They stare at him icily. Alia smiles happily.

323. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul smiles.

PAUL
(laughs) (to Gurney and Stilgar)
Alia keeps pace with the storm.

Gurney and Stilgar don't understand. Suddenly enormous dust clouds and lightning sweep up over the shield wall.

PAUL
Gurney, take it out!

Gurney gives a hand signal and twenty explosions of hydrogen bomb intensity go off in a row, cutting a huge gorge through the width of the massive shield wall.

324. EXT. ARRAKEEN - DAY

As the explosions go off, a WIND howls, destroying much of Arrakeen and covering the rest with tons of sand. Sand rips at the Palace and the Emperor's ship.

325. INT. STILLTENT - EMPEROR'S SPACE SHIP - DAY

Alia smiles as they HEAR the tremendous roaring, atomic screams of the explosions.

ALIA
My brother is coming.

A Sardaukar rushes in.

SARDAUKAR
The shield is gone.

EMPEROR
Impossible!

ALIA
Not impossible. I told you... He is here now.

EMPEROR
We will fall back to space and reform.... Baron... Give this little abomination to the storm.

326. EXT. SHIELD WALL - ARRAKEEN - DAY

Paul turns.

PAUL
(inner voice)
For you, father.

327. INT. STILLTENT - EMPEROR'S SPACE SHIP - DAY

Alia feigns fear and backs toward the Baron's pudgy hands.

BARON
I have her, Majesty!

Alia turns to him — still smiling. With a flash of her hand she reaches out and swipes at the Baron's face. He cries out in pain, thrusts her away and doubles over, his eyes bulging out. Alia shows him the tiny needle she holds in her hand.

ALIA
Meet the Atreides gom jabbar!

BARON
You... Atreides...

He collapses. His suspensors hold him floating inches off the floor. His face is turning dark grey blue and his tongue swells in his death throes. Suddenly the wall behind them is completely blown away by a blast.

SARDAUKAR
Save yourself, Majesty. Into the ship!

The Emperor moves quickly away with the dazed Reverend Mother and the others. He continues to stare in fear at the smiling eyes of Alia. A door is shut suddenly and Alia is alone. She pulls out her crysknife and with a blood-curdling cry she leaps out to join the battle.

328. EXT. SHIELD WALL - ARRAKEEN - DAY

Worms, each with hundreds of Fremen on them, come slithering through the newly formed canyon in the shield wall. The storm is howling and blowing with horrifying intensity.

329. EXT. ARRAKEEN - DAY

As the worms enter the Arrakeen basin they meet the Sardaukar. The Sardaukar don't have a chance — the worms suck them up by the hundreds. The Fremen up on the worms' backs fire weapons, killing the few Sardaukar the worms leave behind.

330. EXT. LANDING FIELD - ARRAKEEN - DAY

The space ships which were recently airborne are now crashing because of the storm.

331. EXT. GROUNDS - ARRAKEEN PALACE - DAY

Alia moves among dying Sardaukar and cuts their throats.

332. EXT. STILLTENT - LANDING FIELD - ARRAKEEN - DAY

A thousand Fremen battle Sardaukar outside the Emperor's tent. They soon overpower them and rush into the giant steel structure.

333. EXT. LANDING FIELD - ARRAKEEN - DAY

The entire airfield is now filled with wild worms, Fremen, and dead or dying Sardaukar.

334. INT. EMPEROR'S SPACE SHIP - DAY

The Emperor stands in a very dark room looking out on a vast dark sea of destruction. There is a horrible rumbling from his broken space ship. In the half light we see a beautiful girl. She turns to the Emperor.

IRULAN
Father?... What will you do?

DISSOLVE TO:

335. EXT. GROUNDS - ARRAKEEN PALACE - DAY

The battle and the storm are over. Fremen Warriors surround the Palace.

336. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Paul enters the Palace hall and the first thing he sees is an ominous sign indeed... the giant bull's head.

GURNEY
I remember the day we first came here... I didn't like it then... I like it less now.

PAUL
Bring in the captives — and Stilgar, please show Chani and Jessica in.... I trust the Fedaykin have combed this palace carefully.

STILGAR
They have, Usul.

Stilgar brings in Chani and Jessica.

CHANI
Paul, my beloved... our son.

PAUL
I know, Chani.

He touches her cheek.

PAUL (CONT'D)
Chani... you give water to the dead.

CHANI
(she breaks down)
I can't stop my tears for little Leto....

Paul holds Chani tenderly. A wind MOANS through the Palace. His eyes turn to Jessica.

JESSICA
(whispering)
What are you bringing?

PAUL
Watch.

Paul turns. Gurney and several guards bring in the Emperor, Irulan, the Reverend Mother, Sardaukar generals, Guildsmen, Feyd and Thufir.

337. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Paul moves to the group surrounding the Emperor. His eyes meet Feyd's — Feyd gives him an evil smile.

FEYD
(turning to a Sardaukar officer)
I could kill him easily.

Paul turns and looks at the Emperor, who stares back defiantly. Paul moves his gaze to Irulan, who lowers her eyes.

PAUL
This is the beginning of it, mother.... She is my key.

The Emperor's eyes flare. Jessica looks at Chani, who is confused and hurt.

JESSICA
(to Chani)
Please, Chani... he can't!

PAUL
Gurney... I see Thufir Hawat among the captives. That will never do. Let him stand free.

Gurney, smiling sadly, makes a gesture to Thufir, who looks very old and bewildered. His rheumy eyes peer at Paul as they come face to face. The Emperor seems strangely tense at this moment. Paul notices this. He looks to one of Thufir's trembling hands.

PAUL (CONT'D)
(inner voice)
A gom jabbar in his hand.
(out loud)
In payment of the many years of service to my family, you may now ask of me anything you wish. Hear me, anything at all.
(quietly)
Do you need my life now, Thufir?

He turns his back on him, facing the bull above the mantle.

PAUL (CONT'D)
(quiet)
It is yours.

Thufir's eyes grow sad and wide. He looks to Jessica.

THUFIR
Lady Jessica, I but learned this day how I've wronged you in my thoughts. You needn't forgive. M'Lord...

PAUL
I mean this, Thufir. If you're to strike, do it now.

THUFIR
I will.

Thufir's hand rises, as Jessica gasps, but the old Mentat swipes his own arm with the needle. Paul turns and catches him as he sags. Thufir manages to hold the needle up to the Emperor.

THUFIR (CONT'D)
Did you think for one moment that I would fail my Duke twice?

His head lolls back and he looks up to Paul urgently.

THUFIR (CONT'D)
Your signet... your signet, My Lord.

Paul holds it to his lips which barely possess the strength to kiss it. Then his face spreads into a weary smile.

THUFIR (CONT'D)
Three... generations... of you...

His breath escapes him and he is dead.

PAUL
(to the guards)
Carry this noble Atreides warrior away. Do him all honor.

The guards do as they are instructed.

EMPEROR
Perhaps you believe you have things all your own way now. You couldn't be more wrong. You have violated the convention by using atomics.

PAUL
The wall was in my way.... I was in a hurry to get to you. I'd like to ask for an explanation for some of <u>your</u> strange activities concerning my father.

EMPEROR
I think you're getting a little ahead of yourself — you're forgetting there is a massed armada of the Great Houses in space over Arrakis right now. I've but to say the word and they'll...

PAUL
Oh yes... I almost forgot about them... Send them home.

EMPEROR
How dare you speak to...

GUILDSMAN #1
Silence.

More Guildsmen come in now and group around the original two. Some tanked guildsmen follow in looking around.

PAUL
I think you have an idea of what I would do but I will tell it to one who has never been seen... one who hides high in the Heighliner control rooms. I believe he deserves to hear it first.

GUILDSMAN #1
(fear)
No.

Paul smiles as we move closer and closer to him.

338. INT. CONTROL ROOM - HEIGHLINER - SPACE

Suddenly we are in the Heighliner control room, near the floor in the chemical spills. We move up into the orange gas. The Third Stage Navigators present here start MOANING and SHRIEKING. They swim off and cower in a corner. We move higher. THUNDERING begins to shake the Heighliner and the moaning grows louder.

PAUL (V.O.)
Where are you...

339. INT. CONTROL ROOM - HEIGHLINER - SPACE

We move into very thick gas and there is a ROARING of gas through heavy gigantic pipes. Suddenly we see the Fourth Stage Navigator. He is five hundred feet long. Pasty white. The head of a Third Stage Navigator... the body of a worm.

PAUL (V.O.)
There...

The Fourth Stage Navigator MOANS horribly and his body swishes. Pipes wrench apart. Gas spews and explodes out.

PAUL (V.O.) (CONT'D)
You know what I'm about to say is true.... I have the power to destroy the Spice forever.

The MOAN is now overpowering and the pipes shooting gas into the mouth bend and break out and tons of heavy tubing begin to sag and fall the two thousand feet to the floor below. The giant Navigator MOANS again and flips violently.

340. INT. GREAT HALL - ARRAKEEN PALACE - DAY

The Guildsmen in the room are MOANING and SCREAMING and swarming out the doorway — disappearing. The Emperor and all are amazed and frightened. There is a long hush. The old Reverend Mother then turns and glares at Jessica.

REVEREND MOTHER
I don't think I can find it in my heart to forgive you, Jessica, for this...

PAUL
You've never had the right or cause to forgive my mother for anything.
(he turns to Jessica)
I too misjudged my mother... it's plain some part of her has known what had to be for a long time.

The old Reverend Mother stares at Paul.

PAUL (CONT'D)
Don't try your tricks on me. Try looking into that place you dare not look. You'll find me there staring out at you!! You Bene Gesserit have waited ninety generations to produce the one person your schemes required. You now know that person has been produced. Here I stand. But... I will never do your bidding.

REVEREND MOTHER
Jessica, stop him!

JESSICA
Stop him yourself.

PAUL
I'll give you one thing. You saw part of what the race needs in the beginning. In time you perverted the truth. You sought to control human breeding and intermix a select few according to your selfish master plan. How little you understand.

REVEREND MOTHER
You mustn't speak of...

PAUL
(using The Voice)
SILENCE!

The old woman is shot backwards by the power of this shout. Her breath is knocked out of her.

PAUL (CONT'D)
I remember your gom jabbar, now you remember mine. I can kill with a word.

A Fedaykin stands forward and recites from prophecy.

FEDAYKIN
...and his word shall carry death eternal to those who stand against the righteous.

Feyd hears this and is angered.

FEYD
The righteous!

PAUL
(to Emperor)
There is a Harkonnen among you. You have promise of protection. But I wish to know if he is officially with you or if he is hiding behind a technicality out of cowardice.

FEYD
You call me coward while you hide among your women.

GURNEY
Let me, please, my Lord.

CHANI
Muad'Dib need not do this thing.

PAUL
But the Duke Paul must.

GURNEY
This is a Harkonnen animal...

JESSICA
Gurney... He's like his father in this mood.... Let him be.

EMPEROR
If Feyd wishes it, he may meet you with my blade in his hand.

FEYD
(elated)
I wish it.

PAUL
You're overconfident. There's a natural advantage I can accept. The Emperor's blade!

A Fedaykin goes to Paul with the blade.

PAUL (CONT'D)
On the floor there.

The Fedaykin puts it on the floor.

PAUL (CONT'D)
Now, clear everyone back against the wall and let the Harkonnen stand forth.

CHANI
Paul!...

GURNEY
My Lord....

PAUL
Enough!
(to Feyd)
May thy knife chip and shatter.

341. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Feyd takes up the Emperor's blade with a smile. Paul takes out his crysknife. They begin to circle each other.

FEYD
How beautifully you dance.

PAUL
(inner voice)
He's a talker. There's another weakness. He'll grow uneasy in the face of silence.

FEYD
Maybe you would like the Truthsayer to prepare your spirit for its journey?

Paul smiles, circling still. Suddenly, Feyd leaps, his blade jabbing savagely outward, but Paul easily evades it, moving away. They begin to circle again.

FEYD (CONT'D)
Does an Atreides run, or stand and fight?

PAUL
(inner voice)
Always use the first moments in study. The quick victory is missed, but the ultimate success... insured.

FEYD
Your pretty dance prolongs your life... for a few moments, anyway.

Again, he makes another pass at Paul that comes dangerously close, but again, Paul is away, a smile frozen on his face.

FEYD (CONT'D)
Oh, come, why prolong the inevitable? Why don't you speak? Ah, you just smile. Tell me, has your study yielded anything?

Paul breaks his silence.

PAUL
You lead with your right hip. A gom jabbar in your girdle, perhaps?

Feyd smiles. He lashes out, and Paul is slow, receiving a small slash on his wrist. Feyd laughs in triumph. Paul looks to the Emperor, who smiles.

PAUL (CONT'D)
(inner voice)
Such elation at so small a scratch. Could the Emperor have poisoned his blade? I feel it! A soporific. They don't know that I can now neutralize all poisons.

FEYD
(whispering)
Just enough to slow the muscles.

Feyd leaps forward jabbing, his right hip also thrust forward. Yet Paul, although a little slowly, again reels away. Again, Feyd thrusts.

FEYD (CONT'D)
You see, you were slower that time!

This time Paul jabs with his crysknife, but Feyd moves away effortlessly.

FEYD (CONT'D)
Yes! Definitely slower.

A FEDAYKIN
Muad'Dib!

PAUL
Stay back!

GURNEY
My Lord!

A frightened cry escapes Chani.

FEYD
(smiling)
Who is the little one? Someone special to you? A pet, perhaps? Will she deserve my special attentions?

Irulan looks over to Chani, an uncomfortable curiosity in her eyes. Paul jabs out, his crysknife slashing. Feyd grabs his arm, and Paul his, the two men locked in a straining clinch. Feyd presses his right hip closer and closer to Paul's body. Paul strains to keep it away. Suddenly, the gom jabbar flips out of Feyd's girdle, but on the left side, and he lunges powerfully with it at Paul, who just barely misses taking it in his skin. He throws Feyd back, but not before Feyd's feet strike out, sending Paul to the floor. Feyd leaps onto him.

PAUL
(inner voice)
Treachery within treachery within treachery.

FEYD
(whispering)
Ah, you see it now, do you? It's your death. It'll stop your muscles cold, and my blade will finish you. There'll never be a trace left to detect. You're slowing....

Suddenly, Paul, with lightning swiftness, undulled by the drug, pushes Feyd up and over. He is on top of him in a flash.

FEYD
(frightened now)
You... you fooled me... you...

Paul's crysknife flashes up, thrusting upward through Feyd's jaw. Feyd's mouth opens as the knife continues up through his tongue and through to his brain. Feyd's eyes go wild, then glaze over as he jerks dead on the floor. Paul slowly gets to his feet, breathing heavily. Anger still seething in him, Paul issues a SOUND — a loud, horrible, powerful sound, and Feyd's internal organs rupture and the stone floor under him cracks open. The Fedaykin smile.

FEDAYKIN
(inner voice)
Usul no longer needs the weirding module.

342. INT. GREAT HALL - ARRAKEEN PALACE - DAY

Everyone stares in disbelief. Paul looks to the Emperor.

PAUL
I will tell you now how it will be. Irulan shall be my wife, opening the way for an Atreides to take the throne.

EMPEROR
I sit on the throne!!

PAUL
You will sit on a throne on Selusa Secundus, your prison planet. Either that or you will die.

The Emperor is still. Paul moves to Chani.

PAUL (CONT'D)
(to Chani)
The Princess will have no more of me than my name.... No child of mine or touch nor softness of glance... nor instant of desire.... This is a promise to you...
(whispering)
my love.

Paul turns back to the others.

JESSICA
(to Chani)
Chani... think on it.... We who carry the name of concubine — history will call us wives.

PAUL
The Fremen have the word of Muad'Dib. There will be flowing water here on Arrakis open to the sky and rich green oases. For the spice there will always be some desert. There will be fierce winds and trials to toughen men. We Fremen have a saying...
(he stares at the Reverend Mother)
"God created Arrakis to train the faithful." One cannot go against the word of God.

REVEREND MOTHER
(sensing with horror)
You are thinking of the Holy War... You bring the Jihad!!

PAUL
Yes... The human race feels the need for the cleansing turmoil — the holy war which will rage across the Universe. Genes will mingle and strong new mixtures survive. I did not want this. I have long resisted it. But you, like spoiled children, have insisted on it. And it will be....

There is a loud, powerful DRUMMING from the Fedaykin.

REVEREND MOTHER
You cannot loose these people on the universe!

PAUL
(using The Voice very powerfully)
You will yearn for the gentle ways of the Sardaukar. I see the destruction you have sent falling down around your heads. I accept this treachery. I accept my place in it, though I am not the cause. Now, I lead you on the burning path to the new world!

Everyone in the room stares at him scurdlessly. Alia LAUGHS out loud with joy.

ALIA
(prompting)
And what is the reason for this?

PAUL
Because... I am the Kwisatz Haderach!

We move through Paul's glowing blue eyes into beautiful blue lumirescent light.

343. EXT. THE BLOOD OCEAN - DAY

A gigantic WIND arises, and suddenly appearing in the blue light is the blood ocean of the jihad, its waves rolling like red glass off into the infinite.